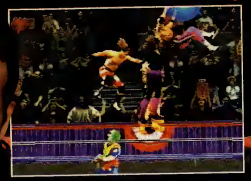
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GAME PLAYERS #80

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ISSUE 80

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LEGEND OF ZELDA 64



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STAR FOX 64



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PILOT WINGS 64



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LATE-BREAKING NEWS
Sega gets Sony's Wipeout and Destruction Derby! 3DO sells M2!



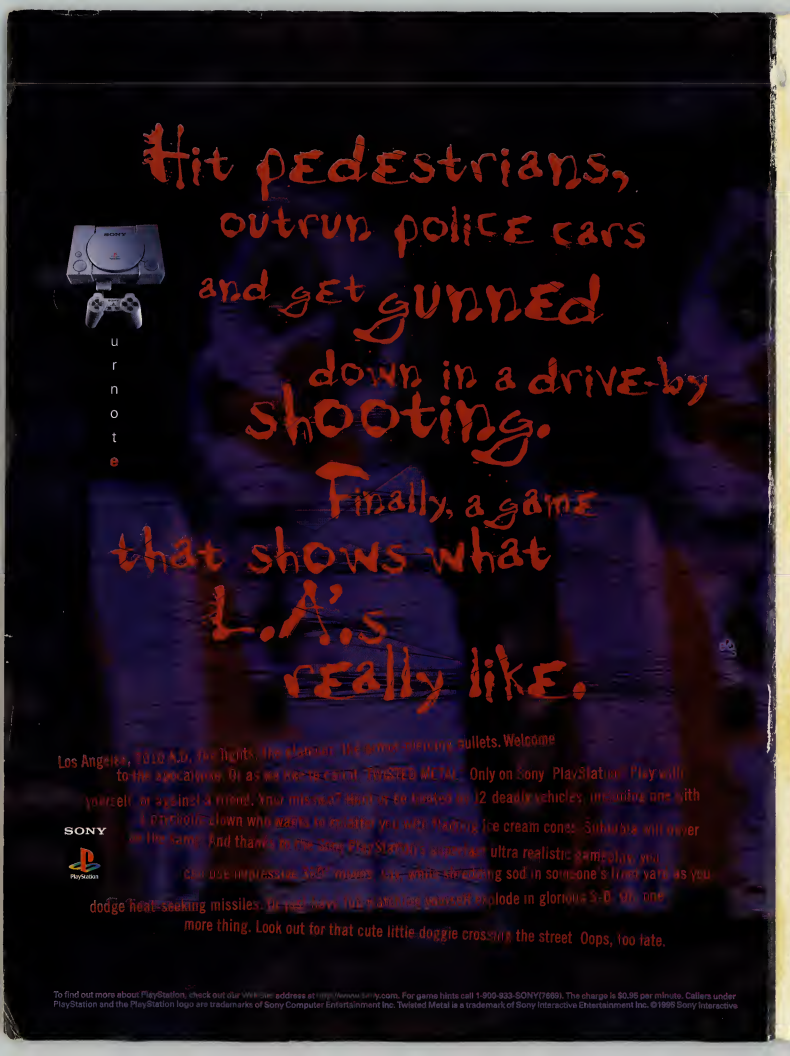


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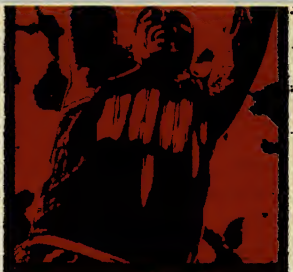
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CONTENTS



UI-tra! UI-tra! UI-tra! It's HEEERE!!! The most highly-anticipated videogame machine in HISTORY has finally been let out of the bag, and our industry will never be the same! (Deep breath as Chris 'Chills Out')...

Hey, I'm cool — just had to take my medicine, that's all. Anyway, we've got tons MORE cool stuff this month, like our very first 'Super Strategy' featuring Saturn's *Virtua Fighter 2*. What makes this strategy so 'super', you ask? Well for one thing, it's a mammoth 12 pages big — we put it ALL in this one, baby. I mean, it's just so, so... BIG! (Deep breath as Chris 'Cools Down')... It still sounds so weird... 'Yeah, I played an Ultra 64'...

Chris

MEET THE TEAM

It's that time of the year again! What are your New Year's resolutions, gang?



Chris
I promise to hug my Sonic doll just as much as I hug my Mario doll. I wouldn't want the little blue furry guy to feel unwanted!



Jeff
I promise to buy at least one South American country this year, so I can cut out all the middlemen when it comes to getting my coffee in the morning!



Mike
I resolved to learn how to shave correctly, so that I can always have that five o'clock shadow look. I gotta keep up my image, you know? How's it look?



Patrick
I promised to eat just air and water, since I found out that vegetables have feelings, too. Just imagine being an artichoke, and having your leaves pulled off!



Chris
I promised not to say every game I play is like *Doom*. Although, now that you think about it, these resolutions are kinda like *Doom*, only without all the mayhem...



Trent
I promise not to play any Cure or Morrisey tapes in the office anymore. OK, Bill, I said it. Now will you put that damn gun down?



Roger
Since I just got married, I promised to clean the house, do all the dishes, wash all the clothes, take out the garbage and everything else Tiffany ordered... uh, asked me to do!



Bill
I promise to come up with even more strange, bizarre lifeforms to put in The Box. After all, I kinda owe it to any new guys we hire. Plus, it keeps the paramedics busy!

infotrack 20

Read this in between the funny stuff!

Infotrack 20
Remember when there was a funny line here?
Hit List 26
No, we're not the Mafia, but don't get us mad, OK?
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You got quarters. They eat quarters. Cool, huh?



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Don't read this section in the dark!

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We've seen 'em, now you can, too!

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A Whole bunch of games in a weird language!



The *Shockwave 2* aliens are coming and boy, are they ugly! How ugly are they? Find out on page 41!



Strike up the Wagner and take it to the enemy with *Thunder Strike 2*! Your tour of duty begins on page 43!

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You can pay us or go in The Box! Or you can go in The Box and then pay us!

GAME PLAYERS ONLINE

THE WEB SITE http://WWW.gameplayers.com

In a move guaranteed to drive Congressmen weeping into the streets and mothers everywhere crazy, *GAME PLAYERS* has gone online! Check out our web site, as well as our individual E-mail addresses over on the right!

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MIKE: Mike_Salmon@qm.imagine-inc.com
PATRICK: Patrick_Baggatta@qm.imagine-inc.com







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After you read our reviews, you're officially entitled to laugh at your friends when they buy that really lousy game!

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It's your inalienable right to be able to kick anybody's butt you want! We'll help, but only as long as you do it with a videogame, OK?

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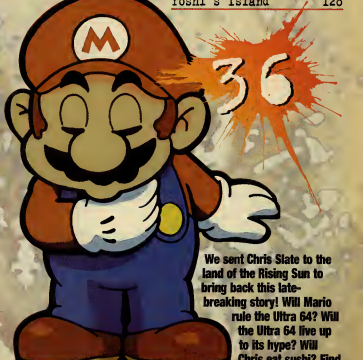
Our sports reviews always wear a jock strap and a cup!

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Where you give us money for old stuff!

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We sent Chris Slate to the land of the Rising Sun to bring back this late-breaking story! Will Mario rule the Ultra 64? Will the Ultra 64 live up to its hype? Will Chris eat sushi? Find out on page 36!

YOU'VE GOT IT ON YOUR HANDS. YOU DON'T HAVE ENOUGH OF IT. YOU'VE GOT IT ON YOUR SIDE. YOU'RE PRESSED FOR IT. YOU SPEND IT. YOU WASTE IT. IT'S IN. IT'S OUT. IT'S NOW. IT'S PAST. IT'S RUNNING OUT. IT'S DRAWING NEAR. CHRONO TRIGGER™. IT'S ABOUT TIME.



Chrono Trigger. From the creators of the acclaimed Final Fantasy series. Character designs by Akira Toriyama. 32 Mega, 10 endings, 70 plus hours of game play. Sept. '95.

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CHRONO TRIGGER
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READERS' NETWORK

Nothing strange going on here this month... Mike poses in the raw... Bill 'cuts' the cheese... Jeff gets his whip out... Patrick smiles at a steak... And we all learn a new song! Nope, everything's normal!



ASK A STUPID QUESTION...

On exactly Friday the 13th at midnight, the Dead Horse should come to life. When he does, ride him until sunrise. When he returns to a dead state, rip his chest open and there will be 1000 gold coins. Use these to buy beer and other essential needs.

'A Jeff Wannabe'
Albion, PA

Dead Horse! '.....'

DO WE LOOK LUCKY?

I was wondering if there are any hot chicks reviewing videogames at *GAME PLAYERS*? I wanted to know because I'm sick of reading 'Mike this' and 'Chris that'. It's just irritating. If there is, have her review some games!

Kyle Markham
Los Alamos, NM

BILL: At this time, we have two hot chicks at GAME PLAYERS. Anna and Debbie work on our art staff. Sorry you're irritated!

WATTA KNUCKLE DRAGGER!

Am having a big problem. There's this girl that I really like. She's really cute girl who's in the high school in the 9 grade but am in the 8 grade. She isn't seeing anyone right now (I hope so), and I really like her. Sometimes when I go outside I see if she's coming out but I don't see here anywhere. What should I do?

Edwin Hernandez
Brookline, MA

BILL: Edwin... find tree limb... grab rock... use rock to scrape tree limb into club... take club... leave cave... No, outside is OTHER way... watch out for big, silver bird in sky... find girl... find girl again after she runs away... hit girl on head with club... NOT THAT HARD... OK, find new girl... hit on head... drag back to cave by hair... finish 'English as Second Language' course very soon, OK?

FLOGGING A DEAD HORSE

I have four simple questions that even Patrick Baggatta could answer:

1. When will the Ultra 64 be released in Canada, and what will the pack-in be?
2. Will *Toshinden* ever make it to the Ultra 64?
3. When will *Toshinden 2* be released, and will it ever grace the Ultra 64?
4. How did the 'Dead Horse' die?

Aaron Lepp
Ontario, Canada

PATRICK: Thanks for your confidence. I hope I can live up to your expectations. The Ultra 64 in Canada, eh? Nintendo's not exactly passing out the info on NU 64, but a good guess would be the same time it hits in the US. Toshinden or Toshinden 2 are not likely to ever show up on Nintendo because Nintendo is into doing exclusive stuff and even if they wanted to, it's not going to be easy to steal these titles away from Sony. Sega managed to grab Toshinden for Saturn, but even that took some serious dealing. How did the Dead Horse die? Well, let's just say that he had too many 'friends' in the mob!

SHE LIKES BUGS!

I'm a huge *Mortal Kombat* fan. I saw *Mortal Kombat: The Movie* 20 times. I can't wait until it's out on video. My favorite is Scorpion. Is there any way I could write to him personally? I know the actor's name who played him is Chris C. Also, could you print a picture of him without his mask on? I've already got pictures of Chris (Scorpion) in his costume but without the white eyes. I think he's got the most beautiful eyes I've ever seen. I hope you can put his picture in your magazine.

Lisa Story
New Haven, MI

CHRIS C: You know, one of the best parts about appearing in the movie is the adoration I get from fans like you, Lisa, especially when you consider that I hate fighting games, and the movie was the first martial arts work I've done. The only crappy part is I have to wear that damn mask around if I want people to recognize me. Anyway, here's a picture, and as long as I can keep away from Bill on 'bring your Uzi to work' day at the office, and avoid being put in The Box, you can keep reading my reviews. Love ya!



CHOOSE YOUR WEAPONS



Just picked up your latest issue (What? AMOA got the cover instead of *WarHawk*? No respect...), and read the preview of *WarHawk* with glee. As one of the programmers on the project (and the guy responsible for all the weapons, including Plasma Torpedoes), I felt I should explain Plasma Torpedoes to whomever wrote the preview... The world is about to be separated into two distinct camps — those who LOVE *WarHawk*'s Plasma Torpedoes, and those who HATE *WarHawk*'s Plasma Torpedoes (oh, and a little camp made up of the insignificant majority who've never HEARD of *WarHawk*...). Basically, Plasma Torpedoes are potentially so powerful that we had to change some of the gameplay mechanics just to accommodate them. Since many of the bosses in *WarHawk* get nastier the more you hurt them, the Plasma Torpedo offers you a great opportunity to one-punch (well, not anymore, but close) the bad guys. Try it — shoot off only ONE of the Gatekeeper's guns in 'Gauntlet' with conventional weapons, and then dodge his (limited) fire while charging up a plasma torp to around 400 damage points. Pop him at point-blank range and he's history. And you don't have to wade through his rapid-fire attacks he throws at you when he's down to only one or two guns... The best thing about Plasmas, in my opinion, is that they let you conserve on other weapons. A 300-point plasma is just enough to kill one of the airship escorts if you nail it at close range (I think... I don't have the code right in front of me at the moment), and you DON'T have to waste ammo knocking off the guns on top of it. Since there are a couple of swarm-missile pickups in Airship, you can enter Volcano with 'overloaded' swarmers (more than 24). Combine that with the SuperSwarmer pickup, and you MIGHT have what you need to finish the level in one piece. It's also a good 'last ditch' weapon when you run out of rockets, at least until you pick up the 'mega-guns'. Plasma Torpedoes are the most powerful weapon in the game, and can do many times the damage of the Doomsday Bomb. You just have to plan ahead (give yourself time to charge up the weapon), and fire it at CLOSE RANGE – the torpedo looses strength the further it has to travel. Anyway, just my $0.02. BTW, could you let me know what rating you are giving *WarHawk* & *Twisted Metal?* We are ALL on the edges of our seats!

Jay Bamson
jbamson@xmission.com

CHRIS: Say, you're right, Jay — Plasma Torpedoes DO kick ass! As for what we think of* Warhawk *and* Twisted Metal*, just check out their reviews in this very issue — I think you'll like what you read!





SING ALONG WITH THE BEAR

Hey Bill, I made up a song and thought you might want to hear it (and print it in *GAME PLAYERS*). I think you'll like it! (Sing it to the tune of "The Drunken Sailor"):

What can you do with a drunken Chr — is?
What can you do with a drunken Chr — is?
What can you do with a drunken Chr — is?
Early in the morning?

Lock him up in a small dark bo — x!
Lock him up in a small dark bo — x!
Lock him up in a small dark bo — x!
And throw away the key!

But first put in a big mean be — ar!
But first put in a big mean be — ar!
But first put in a big mean be — ar!
And watch the fun hap — pen!

Tom O'Lynnger
TOlynnger@aol.com

CHRIS: It'll be a cold day in Hell before I go in the box, I'll tell you that.
BILL: Hey Chris, there's a brand new Mario game in that big box over there...
CHRIS: Wow! I get first dibs! Me first! Me first!
Hey, it's dark in here...
BILL: This just keeps getting easier...

GET A LIFE!

This letter is to everyone who sends in letters that have nothing to do with videogames. Those people have no lives and just want to see their name in print!

Wesley Rogers
Orleans, Ontario, Canada

BILL: Way to go, Wes. I guess this is your pathetic '15 minutes of fame', huh? Played any games lately?

READER ART



Even free beer can't keep *Bill Donohue* away from our reader's art! Well, OK, maybe it could... just a little.

W1NNER



Anthony Ewing, Brooklyn, NY

✪ No matter how hard he tried, he couldn't get his foot out of the gopher hole!

Anthony Kennedy, Pittsburgh, PA



The guy with the most spikes always wins the 'Musical Chairs' game! ✪

Anthony Penescu, Reseda, CA



Maybe he was pushing this diet thing too far! ✪

Nicholas Westbrook, Saranac, MI



That's what you get for sticking your tongue into electrical outlets. ✪

Sang-Hyug Lee, Palisades Park, NJ



✪ It wasn't a secret weapon, he was just really, really ugly!

GEE, HE WAS SO POLITE

I just finished reading a copy of your magazine and saw the rating for *Killer Instinct*. What the hell is wrong with this so-called 'Chris Slate' guy? That is, if that is his real name. Why an 83%? That was and still is the best fighting game out! Oh, yeah — and I have a few questions:

1. Are they coming out with a sequel to *Final Fantasy III*? If so, when?
2. Are there any secret characters in *FFIII*?
3. Are there any secret characters in *Killer Instinct* other than Eyedol?
4. What ever happened to the Super NES CD-ROM system? It was due to be out about three years ago!

Well, that's about it. If you answer my questions, thanks. If not, GO TO HELL!

K. Richard
Labrador City, Newfoundland, Canada

CHRIS: An 83% is still 'Excellent' (but I still say KI's nowhere near perfect).
1. Expect the Ultra 64 Final Fantasy next April.
2. Nope. Some are tough to get, but aren't really 'secret'.
3. Nope.
4. Well sir, that crazy Super NES CD-ROM was what eventually became — you're gonna love this — the PlayStation! That's right, once upon a time Sony and Nintendo were collaborating on a Sony-produced machine that would play Nintendo's CD-format games. The two companies eventually parted ways however, and Sony converted what they had done into the PlayStation. I bet Nintendo wishes they had kept Sony on its good side!

THE CHEESE STANDS ALONE



You thought you could get us to stop sending cheese just by going on the net?! Well, you're wrong, because we still can! We can send cheese with careful concentration through TELEPATHY! Right, guys? Guys? Where did they go?

Cheese
MtadM@aol.com

BILL: Heh, heh, heh! Just look at my razor sharp cheese grater! That's right — it's time to CUT THE CHEESE! HA, HA, HA!

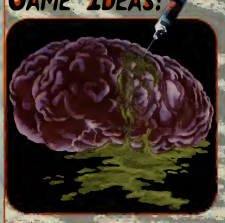
HOW SOON THEY FORGET...

Would you guys like to hear something mildly amusing? I work at a software retailer (I'm not allowed to say the name, I'll just tell you it's a big chain), and recently I noticed a disturbing trend. When we got *Robotica* for the Sega Saturn in, it sold pretty quickly. When we got *Kileak: The DNA Imperative* for the PlayStation on Sept. 9th, they sold out that day. Recently we sold our last copy of *Space Hulk* for the 3DO. Now here's the kicker — we still have several copies of *Doom* for the Super NES and they have not been moving too well. Does anyone see a problem?

Adam Tool
FoFai@aol.com

CHRIS: I think there are two lessons to be learned here. First of all, 16-bit is definitely on the way out. Second, you can only re-package Doom so many times before people just don't care anymore.

GAME IDEAS!



OUT OF BREATH

My game is *Flip The Frog*. You jump from lilypad to lilypad. Nothing really happens. The trick is to hold your breath the whole time you're playing it. Before long, you get some cool hallucinations. Why are the clouds laughing at me? Excuse me while I pass out... Everyone should hold their breath all the time. Everyone who reads this magazine probably already does. Hey, where did this bag of M&Ms come from? Look at all the pretty colors!

Joel 'Old Blue' Hagen,
Minneota, MN

BILL: You know, it's kind of a funny thing about Joel, or should I say 'Old Blue'. While he's probably gonna suffer some kind of premature brain death from holding his breath all the time, he was right about everyone who reads this magazine holding their breath. Do you know why, Joel? IT'S BECAUSE WE'RE ALL WEARING THIS DAMN UNDERWEAR ON OUR HEADS AND THE SMELL COULD BE FATAL!

PARENTAL APPROVAL

My game is called *Happy People*. In the first level, you kill people. In the second level, you kill even more people! In the third level, you kill everyone you know! In the fourth level, you eat the people you kill!! Of course, there aren't any finishing moves. I wouldn't want parents to get upset or anything.

Justin Boldajl,
Kill Devil Hills, NC

BILL: It's kind of ironic that you named your really violent game* Happy People *'cuz when I hear that song called 'Happy People' by REM, I want to kill everyone in the band. Not that I really would. There are laws against that kind of thing. Laws that were MADE TO BE BROKEN!!! HA, HA, HA! GO AHEAD, PLAY THAT DAMN SONG AGAIN, I DARE YOU!!!

HERE, KITTY, KITTY!

Here's a new game called *Mousy and Catty*. You're Catty and you have claws. Mousy makes a scary face and scares Catty away! This game costs $40.

Joseph (Five years old) Chang,
Federal Way, WA

BILL: This is a good idea, Joseph, but your young age is getting in the way of designing real good games. Where's the blood? The mayhem? Where are the shrieks of horror? Oh wait, I get it... it's in the $40 price tag, isn't it? Clever, very clever.

W1NNER

PITY THE FOOL!

My game is called *Onslaught Of Stupidity*. The whole country has been turned into morons who sit around all day and watch Oprah. Your job is to round them up and force them to watch Sesame Street until they can count to three. The only way to lose this game is to read GAME PLAYERS, after which you lose your mind and lapse into Oprahdom. Actually, you'd have to be pretty stupid to buy this game. Town a Jaguar (your laugh here).

Jeremy Dannewitz,
Bird Island, MN

BILL: OK, before anyone says that this game idea isn't funny, let's consider the source. Here's Jeremy, who's not too bright. And he owns a Jaguar. And he reads GAME PLAYERS. I think it should be obvious why I declared him the winner — IT'S PITY! PITY!!! You got that? Now shut up — Oprah's on...

HEY! YOU, TOO, CAN WIN A MYSTERY PRIZE!

Just send in your Game Ideas to the address printed on the last Network page. Make sure that you include what type of video game system you own. This month's Mystery Prize goes to **Jeremy Dannewitz**, of **Bird Island, MN**, but only because I really do feel sorry for him (what a loser!!!). Write in today!!!

HE'S GOTTA GO!

I have a major problem with the Ultra 64 that EVERYONE should know! All the magazines missed this and I'm very surprised that you guys didn't let anyone know that NINTENDO STILL CENSORS GAMES!!! If you've played Primal Rage for the Super NES then you already know this for a fact! Just check our Chaos' Urination Fatality! On the Genesis version it is intact, but Nintendo decided they didn't want that on its system so Time Warner had to censor that Fatality. WHAT HAPPENED TO THE RATING SYSTEM? Other games for the Super NES were left alone *(KI, MK3)*, so why has Nintendo decided they would start dictating the content of games again? I was looking forward to purchasing an Ultra 64, but now I will wait and see just how they resolve this issue. IT IS A MAJOR ISSUE!!!



Harold L. Thomas
Boston, MA

CHRIS: I guess the sad fact is that no matter how much leway game developers are given by the ratings system, none of the major hardware companies want to take the risk of having a controversial game smear the good name of their system. Certain exceptions will always be made for 'can't-do-without' titles like* Mortal Kombat 3*, but don't expect many software developers to take the chance. Also, many major retailers won't carry games with overly violent or sexual material, which makes it impossible for developers to make a profit. I guess 'The Man' will always try to keep us down.

YOU ASKED FOR IT!



In issue number 74, you printed a picture of Dean Cain in a tank top with the caption 'We'll pretty much show anything to get some girls reading our magazine'. Well, I just happened to show that to a few of my friends, and we all had the same question — Why not show more of Mike Salmon? All of us believe that he is SO hot! In your next issue, please print Mike SHIRTLESS!! Please Mike, do it for all of us! We love you very much.

Rachel Bronikowski
(and too many friends to list)
Lanmon, WI

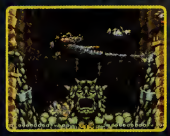
BILL: OK, here be is! Now stop bothering us! Nice diaper, Mike! MIKE: You guys have fooled around with my picture for the last time!

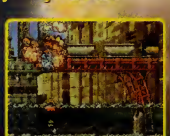
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HE LIKES THE WHIP!

This is just a note to remind you that since the release of *Final Fantasy III*, Squaresoft has not put out anything better or any RPG that even comes close. *Chrono Trigger* and *Secret of Evermore* both seem to be lacking in certain qualities. Could it be that Squaresoft is a prisoner of its own success? Could they have developed a game so good that everything following is a disappointment? It certainly has been so far! My friends and I agree that outdoing *FFIII* would be a huge undertaking because we can't imagine how it could be improved upon. I think it is the responsibility of your magazine to point these things out. *FFIII* was and probably still is the most popular game you've ever reviewed and the release of such quality games can only improve your magazine since you guys have the best rating system around. Give Squaresoft a push.

Mr. Nakman (The Wise One)
jnakamura@GalileoLabs.Com

JEFF: Hey man, give the guys at Square a break. Sure, I'd love to see a better game than FFIII, but I'm not gonna whine because I'm stuck playing RPGs that are only 'great.' Instead, do what I do — play each new RPG that comes out, and in between, wait outside the Square offices with a big, six-foot long bullwhip.

WHO NEEDS IT WORSE?

This letter is being written with a particular news article in mind — 'Nintendo Plays It Loud' from your September '95 issue, which congratulates Nintendo for their award winning ad campaign last year. My question is, what happened to their ad company??? Is their new slogan, 'So who needs a new system?' the best they can come up with? What a CROCK!!! First of all, we all know Nintendo is coming out with a new system next year (or they'll be filing for Chapter 11, which ever comes first)! Second, face it Nintendo, you've answered your own question. Who needs a new system? NINTENDO needs a new system, more than anyone in the world!!! If Nintendo thinks the Super NES has a prayer against the PlayStation or the Saturn in 1996, they're nuts.

Robert Tudisco
New Hyde Park, NY

CHRIS: It is pretty pathetic, isn't it? I think that Nintendo's just hoping that if they can hold their own against Saturn and PlayStation through the holiday season, it won't matter if they suddenly switch gears and say 'Time for a new system' when the Ultra's released next April. Still, it is kind of insulting to our intelligence, isn't it?

FOOLS RUSH IN...

Well, here we are. We've been playing *Zaxxon's Motherbase 2000* for three months. No sleep, no food, no baths. This game is un-freakin'-believable! Never before have we played such a game that lets you maneuver through 3-D space more effectively (you gotta love that 'hop')! The graphics — mind-blowing! The gameplay — outstanding! The replay value — 10+! This is the most impressive game we've played in our lives! Forget any other system, the 32X rules! I could go on and on about the... (strange 'gargling' sound as the Demons of Insanity leave our bodies...) Help us, *Zaxxon*, bad! SAVE US FROM THIS HELL!!!

Kristopher Skinner (and friends)
frank@aec.emv.gov.ab.ca

BILL: So that's what happens when you play that game, huh? Wow! It's a good thing we stopped playing after the first 15 minutes. We'd like to help, but uh... we've got a magazine to get out. Yeah that's it — we're real busy! Good luck!

HE'S NOT WELL YET!

Hey Chris, I remember you from the days of (former Editor) Mark Higham. You were my favorite writer. Then Mark mysteriously... disappeared. You took over. I was overjoyed. Then you started... changing. It began with the goatee. The magazine started getting weird. I think that it was Bill's doing, but I digress. Next, you were sporting around an evil grin all the time. Strange letters began sweeping into print. Now you've gone and shaved your head — I like it! I've decided to shave my 4.0 GPA head and start acting evil. I've already moved up to third in command at our local school newspaper, and my plans are underway. Soon I can deliver several thousand dollars in equipment and, more importantly, around 300 supporters. I don't want to know what you choose to do with them, as I fear I may crack under torture. The best part is, everybody thinks I'm a good student! I'll soon be the leader of the community, and spread my influence around the state! World domination is ours! Thanks for the inspiration! See you on the other side... PS: I started wearing a cape just last month. Isn't it great?

Swifty the Avenger
swifty@nauticom.net

CHRIS: Uh... okay. Man, you're one sick puppy, Swifty. I mean, what kind of twisted freak wears a cape in public? Besides me, that is...

CONNECTIONS

I'm 18 and would like to hear from girls. I have a SNES and love playing it.
David Bvorn
409 South C St.
Lompoc, CA 93436

I'm a 17 year old male looking for a female Super NES RPG addict.
Jason Hayden
1031 Old W. Salisbury Rd.
Asheboro, NC 27203

I'm a 17 year old girl. I like arcade games. I'm seeking a person age 16-21 with similar interests.
Tarra Watford
P.O. Box 1
Randleman, NC 27317

I'm 19 and would like to trade codes and tips with someone who has a Nintendo or Game Gear.
Justin Downing
331 N. Deerfield St.
Bloomdale, OH 44817

I'm a 13 year old male who wants to talk about the new video game systems.
Mark Emanuel
6810 China Lake Rd.,
St. Louis, MO 63129

I'm 12 and own a Gameboy, NES, SNES, Genesis and Sega CD.
Jonathan Bianco
260-16 69th Ave.
Floral Park, NY 11004

I'm a 19 year old guy who plays Genesis, Sega CD and Jaguar. I would like to hear from a girl 17 or older.
Chris Kwak
1894 Deep Run Rd.
Whiteford, MD 21160

I'm looking for a pen pal who likes cards and great SNES games.
Nasir Khan
212 McKinley Hollow Rd.
Olivarea, NY 1241

I'm a 14 year old Sega player. I'm interested in video game graphics.
Fernie Vasquez
94635 Grange rd.
Gold Beach, OR 97444

I'm a 13 year old boy who has a SNES, Sega and a Gameboy. I'm looking for a girl 13 or older to share tips and codes with.
Jared Eatmon
901 S. Cypress St.
Pine Bluff, AR 71601

I'm a 12 year old boy interested in talking to a boy or girl to trade tips and secrets for Sega and Gameboy. Write!
Jason Mailhot
24 Taylor Ct.
Belleville, Ont, K8P 5C2
Canada

I'm a 14 year old girl who'd like to talk to any 13-16 year old boy. We can talk about video games or any other things.
Kendra McKinley
108 Lovett Dr.
Clinton, MS 39056

I'm a 13 year old male looking for a penpal who is open to new ideas and opinions.
P.J. Reed
565 W. Main St.
Tuckerton, NJ 08087

I'm looking for some penpals who would like to share game tips and talk about other stuff. I love *Final Fantasy 3*.
Chris Jones
200 Roswell Farms Rd.
Roswell, GA 30075

I own a Super NES and Game Gear. I like action games and sci-fi stuff.
Jim Breslin
8917 Marksfield Cr. #7
Louisville, KY 40222

GET OFF YOUR @$$!

Write to *Game Players* at the following addresses:

For game ideas, write to:
Game Ideas;
Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010

To get into the Connections section, write to:
Connections;
Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010

For general Network letters, write to:
Readers' Network;
Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010

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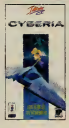
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EXCLUSIVE! Subscriber's newsletter

ULTRA 64 — IS IT BETTER?

From the moment I returned from the Shoshinkai show in Japan, everyone keeps asking me the same thing over and over — 'How is it better than PlayStation and Saturn?' In fact, people have been asking me this question long before I even went to Japan. It seems that no one is content to simply 'play games' anymore — they've got to hedge their bets and run with one system and one system only, and they want to be sure that they plunk down their money for the best one. Well, I've finally got an answer: yes. It is better.

That's not to say that everyone should automatically pick the Ultra over everything else, but after seeing what Nintendo had to show in Japan, it's impossible to deny the machine's incredible potential. What's more, Nintendo really seems to be taking the right approach with its library of games, as well. Their company motto has always been 'it's the great games people want, not great hardware', and they appear to be backing up their words.

Technically, the Ultra appears to be a much more powerful 3-D engine, tossing around loads more polygons than its competition, and all without that pesky 'pop-in' effect that's commonplace on other machines (at least in the games shown). Also, thanks to anti-aliasing and mip-mapping features, those texture-mapped polygon graphics that look great from far way look just as good up-close — there's no pixely 'Doom' effects.


Ooo, baby...

Nintendo is laboring over each and every game, even the second- and third-party titles, to make sure that the Ultra launches with not only an A-list of quality titles, but with games that are also very unique. There wasn't a game on display that didn't take great advantage of the machine's enhanced 3-D abilities, especially when it came to the controller. When the Ultra 64 is launched, you'll definitely be able to say that you're playing games unlike anything you've ever seen.

WHY I WEAR A BLUDFUR BEAR MASK



A confession by Bill Donohue

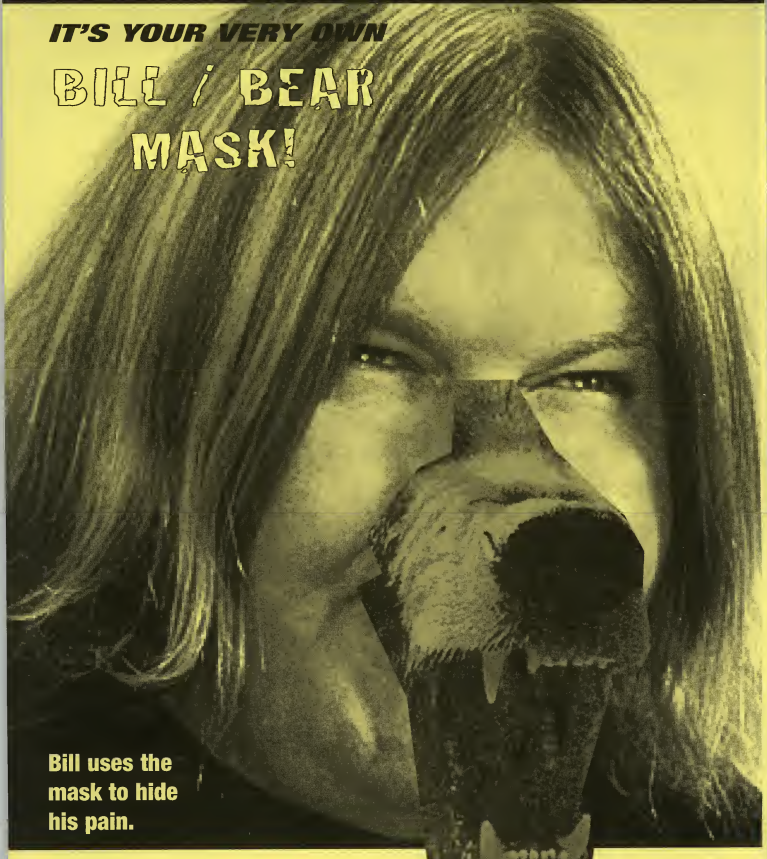
Now you get a look at the back of this newsletter, you are gonna say to yourself 'Why the hell would someone like Bill wear a really stupid mask?' I mean, he's a real zombie, smart, talented and witty, beyond belief. Why would he go around with that stupid mask on? Well, folks, the answer is really simple: It is a picnic food. Yep, that's all there is to it. You'd be surprised to find out how much free picnic food you can get wearing a bear mask. I usually just hide out behind a tree or some shrubs in a local park and wait for some unsuspecting family to set up their picnic. Then I shamble up to the table and say 'bear stuff like 'Rhaaarr! Yes, that family, usually takes off screaming, leaving all of their really cool picnic food behind. Man, the food I've had! Sometimes, if I really do the bear thing real good, they run off and leave their small children behind. This can be a real bummer, since it kinda gets in the way of my food fest. So now I always carry a roll of duct tape with me, just in case this happens. I just tape their little kids' hands and make 'em watch and learn, all the good... For some reason, picnic food always tastes better when you're munching it while some little kid is crying that he lost his cookie. Ha, ha, ha! Well, gotta run; I just heard the next big load of their car for another picnic. It's gonna be a picnic they won't ever forget! Rhaarrr! Rhaarrrr! Heh, heh, heh! Rhaarr!!!

(Madness — will it have the final laugh...?)

EXCLUSIVE!!! • EXCLUSIVE!!! • EXCLUSIVE!!! • EXCLUSIVE!!! • EXCLUSIVE!!! •

IT'S YOUR VERY OWN

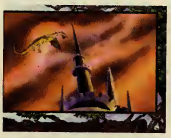
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Bill uses the mask to hide his pain.

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INFO TRAK

Let's start the New Year off with a bang — no, wait, put down that firecracker! What we meant was, let's get down with the industry's hottest news. Start the year right with the right stuff!

Sega To Snag Sony Exclusives

More PlayStation games head for Saturn

Sony Interactive Europe (formerly Psygnosis), in what has to be one of the oddest twists in the battle for hardware supremacy, will be releasing its titles on the Saturn. What this means is that previously exclusive PlayStation titles like *Wipeout* and *Destruction Derby* are now going to be on the Saturn. As of press time the official Sony comment was, 'We are not aware of either discussions or agreements on this issue, and we are not in a position to comment further'. Sega officials had this to say about the pending deal, 'It's always been our intent to seek great software experiences, and Psygnosis (Sony Interactive Europe) has shown the ability to supply those experiences.' What does all that political fluff mean? Well, it means that the reports are true and according to a source in England, it was already official in Europe at press time and in Japan Psygnosis was already in search of distribution for its Saturn products.

With this deal Sega now has games like *VF2, Wipeout, Sega Rally, Destruction Derby,* and *Virtua Cop* all on one system, and that is a gamers dream. However, Sony still has a six-month lead time on the Sony Interactive Europe titles, plus the continued support of Namco and Sony Interactive. Games like *Tekken, Ridge Racer, Warhawk, Twisted Metal,* and *NFL Gameday* are all still PlayStation exclusives, at least so far...





PlayStation To Get Advanced Driving Gear

New hardware puts the pedal to the metal!

Sure *Ridge Racer* and *Wipeout* are cool, but something seems to be missing from the PlayStation racing experience... Enter Mad Catz, controller designers for nearly every videogame system out there, who have designed what could be the coolest game peripheral ever for the home. With the Mad Catz Analog Steering Wheel, you not only get a cool 270-degree turning wheel with a control pad and eight activator buttons built right into the face, but it also comes packaged with gear shift and foot pedal attachments — a first for dedicated videogame consoles. Looks cool!

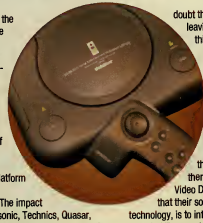


Mad Catz' new PlayStation Steering Wheel — can't wait to try it out on *Ridge Racer* and *Wipeout!*

Matsushi—who?

World's largest electronics company buys 3DO's M2

With a move that could cause a dramatic shift in the videogame industry, Matsushita has bought the exclusive rights to 3DO's M2 technology for a reported $100 million. The deal gives Matsushita the exclusive rights to either produce the hardware themselves or sub-license the specs to a third company. 3DO, for their part, retain the rights to develop games for the system, they will also use M2-based technology in coin-op arcade machines, along with the rights to continue as a hardware developer for any future M3 or M4 technology. This is something of a break for 3DO, who's hardware blues had been a constant drain on the company's resources, but still leaves them the option of producing another game platform (M3) if things improve.



What does this mean for the rest of us? The impact could be significant. As the parent company of Panasonic, Technics, Quasar, and literally hundreds of other brand names, Matsushita is the largest electronics company in the world, with total sales last year of over $78 billion. There's little doubt that M2 is the most powerful videogame console on the boards, leaving all existing 32-bit platforms behind, and its even a full third faster than Nintendo's Ultra 64, with more features and MPEG-1 video compression built in. Sony has already proven it's possible to elbow your way into the market with a good system, friendly arrangements with key developers, and enough money to constantly advertise everywhere, and Matsushita is much bigger than Sony. While a four-way race is difficult to conceive, they certainly have the resources to try.

In any case, the official line is to have an M2-based console out by the second half of '96, which would make it the first 64-bit CD-ROM system to hit the market. However, there is one kink — Matsushita is the developer of DVD, or Digital Video Disk, a high-density CD format, and there is some speculation that their sole use for M2, with its extremely efficient video compression technology, is to integrate the hardware into DVD players, or even produce a hybrid DVD player/games machine (something that Phillips already tried with CD-i, and failed). Whatever happens, we'll be following this one closely.



Sega Does Windows!

After years of producing games solely for their console machines, Sega has finally taken the PC dive.

In a related development, Sega and Softbank, Japan's largest distributor of PC software, have entered into a 50-50 partnership to distribute 'interactive entertainment' and PC software in the US. Softbank already has some interests here, providing telemarketing services and some software publishing, and also run COMDEX, the largest software trade show in the country, and their deal with Sega, who have their own software distribution network, should streamline both operations, making them cheaper and more efficient.

As the videogame and PC markets continue to come closer together, there has been one recent step that will certainly advance the movement to a new extreme. Sega has announced that it will now be porting over many of its Genesis and Saturn games including such titles as *Tomcat Alley*, *Comix Zone*, and this year's hit action game, *Comix Zone*. With Sega's reputation for making quality arcade-style games, many believe they will add a much-needed facet to PC gaming.

While Sega is not the first to bring console games to the PC — Capcom did it with *Mega Man X*, EA did it with *FIFA* and *NHL* and even *Earthworm Jim* made the jump — the fact that Sega is a major hardware player in the console market makes the move much more substantial. Sega PC games will be released in both Windows 3.1 and Windows '95 format.

By The Numbers

Sony and Nintendo score big!

Sony announced at press time that they have reached a U.S. sell-in (the number of units sold to retailers) number of 300,000 units for the PlayStation. Additionally, there have been in excess of 1,000,000 software titles sold. Among the titles selling the best, *Battle Arena Toshinden* and *Ridge Racer* are selling at a nearly one-to-one ratio (one game per hardware system).

Also this month, Nintendo has announced their one billionth video game sold. This number combines sales figures from the original NES, Game Boy and the Super NES. Upon further examination of Nintendo's figures, we find that 44% of their sales are attributed to sales within Japan, 42% go to North America and the additional 14% are spread throughout the rest of the world.

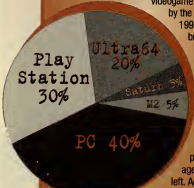


Over 300,000 sold — look out, McDonalds!

EA Predicts The Future

Electronic Arts predicts the winners and losers of the hardware war

At a recent industry briefing held by Electronic Arts, the videogame giant revealed some somewhat surprising research. EA presented a chart that illustrated its predictions for the videogame industry by the end of 1997. Roughly broken down, we at *GAME PLAYERS* found the results to equal the percentages to the left. Again, these numbers are our own interpretation of EA's graphs (they conspicuously wouldn't put numbers next to the pie-chart breakdowns). These figures are worldwide, and aggregate differing market penetrations in different territories all over the world.



New Sega Hintline

Sega Stresses Renewed Commitment With New Hintline

As part of Sega's renewed commitment to it's customers, Sega has beefed up its 900 hintline to include both automated and live representatives to help you with your gaming. That means that not only can you get the scoop on Sega's new games and promotions, you can also talk directly with a Sega expert, someone who knows your games inside and out. This can be extremely helpful if you're stuck on a game and it's driving you bonkers!

Representatives are available Monday through Friday, 8 am to 6 pm PST, and on the weekends by Christmas. The automated info can be reached twenty-four hours a day. Remember, this is a paid call, so you must be at least 18 or have parental consent.

USA: 1-900-200-SEGA
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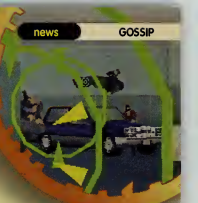
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GAME GOSSIP

With a grab bag of gossip the size of Saint Nick's laundry sack, our game gurus dish out the dirt on the gaming biz. Anybody got a shovel? Those reindeer do make a mess...

Nintendo News

Current complaints from developers have apparently prompted **Nintendo to re-work the U64 development kit**. Insiders say that Nintendo will try to produce a new 'simplified' version. The kits, designed in part by Silicon Graphics, have been called 'audio nightmares' and 'cryptic.' Developers have been quietly complaining about the kits since they were unveiled to a selected number of companies earlier this year. We all know that LucasArts is preparing ***Shadows of the Empire*** for the Ultra 64, but could there be another 64-bit *Star Wars* game in the works? Sources say that a '**Jedi Knight 3-D fighting game**' is next on the company's list, featuring characters from the original trilogy as well as 'prequel' characters such as a young Obi-Wan Kenobi and a pre-Darth Vader Anikan Skywalker (no word on how closely these characters will mirror their counterparts in the next *Star Wars* film). In Super NES news, Nintendo has finally decided to bring its beautifully-rendered ***Mario RPG to the states*** sometime next year. Developer Square is currently handling the translation. The incredible game is already blazing off of the charts in Japan.

Sony's World



After months of taking a wait-and-see attitude, Sony has apparently caved in to pressure from gamers **to release an RPG** for the super system. ***Arc the Lad*** will be the first game converted from Sony Japan and more are on the way. • PlayStation *MK3* fans can look for a rumored ***Ultimate Mortal Kombat*** that will upgrade your existing game disc which new characters and backgrounds via memory card. • Finally, Virtual I/O has wooed $19 million to finance the development of a **VR headset for the Sony PlayStation**. A partnership with Seattle-based Zombie to develop virtual reality games for the headset may also be in the works.

And get the lights on your way out...

Both Enix of America and Squaresoft are rumored to close their doors by year's end. The rumor comes from sources within both companies and although no one wished to go on the record, both sources claimed the reason was because of **poor Super NES software sales** throughout '95. Squaresoft will open a small office in Los Angeles to distribute Japanese products under the name 'Circle' or 'TriangleSoft.' Enix has no such plans. • Future *Dragon Warrior* and *Final Fantasy* titles may make their way to other non-Nintendo game consoles for the first time. Square of Japan is reportedly **'very unhappy' with the Ultra 64 development kit** (Nintendo has claimed a good game will take up to 11 months to develop and complete) and Enix of Japan is re-evaluating its exclusive relationship with Nintendo. Square will reportedly make an official announcement soon, and may have already done so by the time you read this.

Next Generation Net Access

Both **Sega and Sony are developing internet access** additions to their Saturn and PlayStation. Sega will release an internet Saturn capable of logging on sometime in '96, and Sony has just signed a deal with **Visa USA** in which the two will partner to bring the **Sony Station** to market by Spring of '96. Sony Station will offer a web-based entertainment site where consumers can **play games, access information, do shopping and watch movies**. Sony will generate revenue for the service three ways: through subscription fees, advertisement, and merchandising. Sega claims they will 'exploit any venues where our form of entertainment and technology will be profitable.' Can't wait...

Bits and Bytes

Check your local electronics shop for the latest **Lynx games** — that's right, we said *Lynx* — more titles are supposedly on the way. • Electronics Mega-Giant **Matsushita bought into the 3DO dream** in a big way when they bought the **M2** technology and are rumored to be looking at Sega as a long-term partner. Matsushita would draw on its experience and overwhelming advantage as a hardware manufacturer, which includes Technics, Panasonic and Sanyo - just to name a few, to produce a low cost piece of hardware and Sega would draw on its arcade and entertainment strength to jointly bring another **64-bit player into the market by 1997**. • Sega is so impressed with its new batch of Saturn games, they just had to show them off. Sega sent versions of ***Virtua Fighter 2, Sega Rally and Virtua Cop*** to a handful of major game publishers as examples of what magic can be performed on Saturn. The jury is still out on just how impressed the publishers were. All three titles are expected to carry the machine through Christmas. • And finally, a comment on the state of the world. When ***Virtua Cop*** releases in Japan, the light gun that will be packed with the game will be a beautiful **shiny black**. However, due to the fact that no one in the U.S. knows how to properly use handguns, the American gaming audience will have to make do with a bright **candy-colored** version. • Rumors have always surrounded **Atari**, most of them not very encouraging. Now though, it seems that the once mighty videogame giant may finally reached the end of its rope. Inside sources say that we can expect **Atari to get out of the hardware business** in the near future. The company would use its resources to become a PC software developer, leaving Jaguar to 'wither on the vine'. • See ya in thirty!



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TEEN T

PlayStation

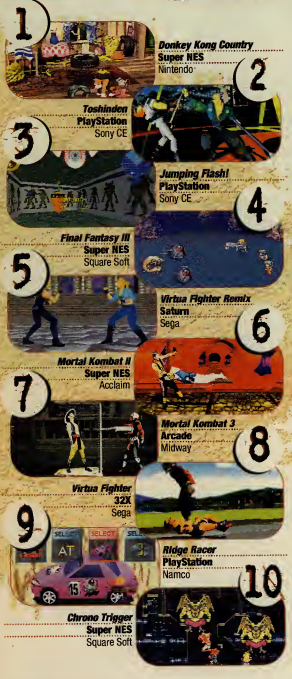


Hit Lists...

Send in the title of your favorite game to the *GAME PLAYERS* website! The results will be added in with our mailed-in entries and the results shown here. You might even get lucky, just like *Zack Chance*, of *Coronado, CA!* His Mystery Prize is on the way! Send in your top five favorite games. You could see your name here next month!!!

OUR READER'S TOP TEN

Based on our reader mail!



1. ***Donkey Kong Country*** — Super NES — Nintendo
2. ***Toshinden*** — PlayStation — Sony CE
3. ***Jumping Flash!*** — PlayStation — Sony CE
4. ***Final Fantasy III*** — Super NES — Square Soft
5. ***Virtua Fighter Remix*** — Saturn — Sega
6. ***Mortal Kombat II*** — Super NES — Acclaim
7. ***Mortal Kombat 3*** — Arcade — Midway
8. ***Virtua Fighter*** — 32X — Sega
9. ***Ridge Racer*** — PlayStation — Namco
10. ***Chrono Trigger*** — Super NES — Square Soft

OUR OWN DELUXE TOP TEN!

Based on what we play when we should be working!

	GAME	SYSTEM	PUBLISHER
1	***Virtua Fighter 2***	Saturn	Sega
2	***Warhawk***	PlayStation	Sony Interactive
3	***WipEout***	PlayStation	Sony Interactive
4	***Resident Evil***	PlayStation	Capcom
5	***Thunder Strike***	Saturn	U.S. Gold
6	***Virtua Cop***	Saturn	Sega
7	***Loaded***	PlayStation	Interplay
8	***Jumping Flash!***	PlayStation	Sony Interactive
9	***NFL Gameday***	PlayStation	Sony Interactive
10	***Super Bomberman 2***	Super NES	Hudson Soft

TOP TEN FROM THE U.K.

	GAME	SYSTEM	PUBLISHER
1	***WipEout***	PlayStation	Sony Interactive
2	***Battle Arena Toshinden***	PlayStation	Sony CE
3	***Ridge Racer***	PlayStation	Namco
4	***Myst***	Saturn	Sega
5	***Virtua Fighter Remix***	Saturn	Sega
6	***Daytona USA***	Saturn	Sega
7	***FIFA Soccer '95***	Mega Drive	Electronic Arts
8	***Donkey Kong Land***	Game Boy	Nintendo
9	***PGA Golf Tour 3***	Mega Drive	Electronic Arts
10	***Brian Lara Cricket***	Mega Drive	Code Masters

TOP TEN FROM JAPAN

	GAME	SYSTEM	PUBLISHER
1	***Puyo Puyo 2***	Saturn	Taito
2	***Winning Eleven***	S. Famicom	Konami
3	***Dragon Ball Z***	PlayStation	Bandai
4	***Power Instinct 2***	PlayStation	Atlus
5	***Center Ring Boxing***	Saturn	JVC
6	***Secret of Mana 3***	S. Famicom	Squaresoft
7	***Yoshi's Island***	S. Famicom	Nintendo
8	***Slyaningu Uizudamu***	PlayStation	Sega
9	***Ace Combat***	S. Famicom	Namco
10	***Princess Maker 2***	Saturn	Sega

WRITE IN AND WIN A GAME!

We need your help! Send us your top five games, along with the game system it's for, and the publisher, on a postcard. All that info will be on the game box. Every month, one person will win a game in a random drawing, so include the game system you own! Send your postcard to: Write Yer Own Dam List!, Game Players, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA, 94010. We'll do all the math and publish your compiled list every month! So get on it and write yer own dam list!

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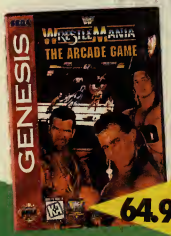
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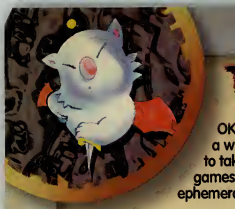


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WEB STUFF...

OK, here's the deal. This isn't exactly 'playing games on the net' — you could build a whole magazine out of that subject alone, and that's a little more than we want to take on. Instead, we're gonna give you ways to use the net to get more out of the games we do cover. If it's a console game, and there's a web site (or some other ephemera out there) dedicated to it, heck, we've made it our job to find it and tell you.

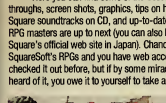
SQUARE STUFF



The Unofficial Square Soft Page (http://dragon.res.cmu.edu/andrewv/square.html) in all its Netscape 2.0 glory. One of the best sites on the web for RPG fans.

RPG fans really have only one place to start — The Unofficial Square Soft Page **(http://dragon.res.cmu.edu/andrewv/square.html)**. This site has been maintained by Andrew Vestal and Andy Church for, well, a heckuva long time now. A labor of love (OK, and a little commerce), dedicated to all things Square, both domestic and foreign, this is one of the best kept-up sites on the web, and it's never quite the same as the last time you looked at it. Not too long ago they upgraded to Netscape 2.0 beta compatibility, and the place looks terrific.

Here you can find some of the best FAQs and walkthroughs, screen shots, graphics, tips on how to get copies of Square soundtracks on CD, and up-to-date news on what the RPG masters are up to next (you can also link from here to Square's official web site in Japan). Chances are, if you enjoy SquareSoft's RPGs and you have web access, you've checked it out before, but if by some miracle you've never heard of it, you owe it to yourself to take a look.



The Cafe Eblana (http:// coos.dartmouth.edu/~guzman/eblana/ eblana.html) is a site built by *Final Fantasy* fans with a lot of spare time, for *Final Fantasy* fans with a lot of spare time.

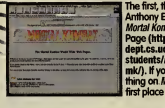


And if you can't get you fill, stop by Exo's Video Game Page (http://www.acm.usl.edu/~tme5843/games/video/), with info and links to non-Square RPGs and some other types of games as well.

And hey, if you're a Square addict, you can also try Exo's Video Game Page **(http://www.acm.usl.edu/~tme5843/games/ video/)**, which duplicates some information at the Vestal and Church site, but also includes some interesting links and info on other sorts of games too. The truly involved can also stop by The Cafe Eblana **(http// coos.dartmouth.edu/~guzman/ eblana/ eblana.html)**, which is hard- core Final Fantasy fandom in its purest form. They maintain mailing lists, various fan archives, and discussion groups, and gosh darn it, they're just so NICE. So do yourself a favor and check 'em out, OK? You'll thank yourself.

Web Kombat

Where can I find *Mortal Kombat* stuff on the web? We get a ridiculous amount of both electronic and snail mail about this, which is kinda surprising since it ain't that hard to find (at last count, Lycos Search turned up over 1400 URLs that hit 'kombat' as a keyword). Fact is, you could write a book about *Mortal Kombat* web pages, so I'm not even gonna try to be comprehensive here. The beauty of it is that we don't really have to be — *MK* pages have a habit of linking to each other, so if you can find one, you can usually track 'em all.



The first, the ultimate, Anthony Espindola's *Mortal Kombat* WWW Page (http://www-dept.cs.ucl.ac.uk/students/A.espindola/mk/). If you need anything on *MK*, here's the first place to look.

The place most folks like to start is Anthony Espindola's *Mortal Kombat* WWW Page **(http://www-dept.cs.ucl.ac.uk/students/A.espindola/mk/)**. This site has probably been around longer than any other, and is easily the most comprehensive. You can find move lists and FAQs for any version, graphics, sounds, and tons of other neat stuff. Be aware that this is an address on the other side of the Atlantic though, so you may find that access is sometimes slow.

Closer to home, try Motaro's Realm **(http:// users.aol.com/GregL2/motaro.htm)**. Yeah, it's based in the AOL domain, but it's still got almost anything you could ask for. On the other hand, if for some reason you can't get what you need there, try *Ultimate Kombat* Sites **(http:// www.dsu.edu/~prezlow /mortal.html)**, a page with nothing but links to other *MK* pages. If you can't find it here, it probably doesn't exist.

Happy surfing.



Any other *MK* needs can be covered by Motaro's Realm (http://users.aol.com/GregL2/motaro.htm), and Ultimate Kombat Sites (http://www.dsu.edu/~prezlow/mortal.html). From there, the quest is yours.

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THESE CLOWNS A FEW TASTY MISSILES."



An Experience from the REAL 3DO Zone", Gerry "Peppers", NJ

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HOOK UP WITH YOUR NEAREST 3DO DEALER OR CALL: 1-800 332-5368

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In Related News...

In place of this month's 'In related News', we've decided to take a more in-depth look at a band on the road and try to get their take on the music, touring and video games. In future months, we will visit with other bands on the road, giving our readers a taste for what it's like to tour the country and, at the same time, showing some of today's best alternative rock bands what's going-on in the world of video games. This month we caught-up with Elektra artists, Luna, at the tail-end of an extensive US tour.



Sean takes some time to flip through the latest issues of Next Generation and *GAME PLAYERS* magazines.

On The Road With Luna

Before heading over to one of San Francisco's premiere concert halls where they would play their second San Francisco performance to a packed-house of avid fans, Luna took the time to talk to *GAME PLAYERS* about the state of the music industry and, of course, what kind of video games they like. Touring in support of their latest CD, Penthouse, Luna has been working hard to promote what many feel to be their finest album to date. Made up of members from such notable alternative rock acts as The Feelies and Galaxie 500, Luna has been building a loyal following over the past three years from their home-base in New York City.

A veteran in the world of indie-rock, Dean Wareim (formerly of Galaxie 500) likes the stability of working with a major-label like Elektra. As he described it, the differences are subtle sometimes, but at least they get to tour in a bus now instead of the broken-down van that almost all young bands must endure. The added attention major-label status has brought them even helped to catch the ear of long-time band influence, Lou Reed, who specifically asked for (and, of course, got) Luna to tour with him on the Velvet Underground reunion tour in Europe. The band went on to explain that their success in Europe has been encouraging and that they were getting ready to go on their first headlining tour there in just a few weeks.

Sean, the guitarist, told us that their last major hurdle in making a name for themselves in the industry will be getting more radio play. Though they are already getting their share of time on college radio, it's the new commercial 'alternative rock' stations that Luna has their eyes on. Though both Dean and Sean expressed their disappointment in the state of commercial radio, they reluctantly concede that there is practically no other way to succeed in the overcrowded US market. Until then, however, Luna will continue touring and making CDs for their loyal fans of today and the those they are sure to make in the future.

Luna Looks at The PlayStation

After pitching the games/bands idea to Elektra, the very first band they thought of was Luna. Though Dean and Sean both confess to being more knowledgeable about computer games than any of the console systems, they were both extremely impressed by the new 32-bit PlayStation. Commenting on the advanced graphical power of games like Sony Interactive's *Warhawk*, both band-members were surprised at how far console systems had come. Finally agreeing that Konami's *NBA: In The Zone* was their favorite of all the games we'd brought to the hotel, our time together came to an end with a championship game between Dean and Sean. Being from New York, Dean chose the Knicks against Sean's World Champion Rockets. Sorry, Dean!



Dean Wareim of Luna plays *GAME PLAYER'S* Mike Salmon in a little one-on-one action.



Their third Elektra release, Penthouse, shows off the maturing song-writing of abilities of this New York based band.

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CUTTHROAT ISLAND

The Bounty

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I WENT ALL THE WAY TO JAPAN AND ALL I GOT WAS THIS

ULTRA 64

The Greatest Show On Earth

Every year, Nintendo of Japan hosts the 'Shoshinkai' Show, a massive Nintendo-products-only exposition, to showcase the newest first- and third-party games for its Super Famicom (Super NES), Game Boy, and Virtual Boy videogame systems. A traditional highpoint of the year for videogame fans worldwide, this year's 7th-annual show was just a little different. Nobody came to see any of those systems. From industry high-rollers to the worldwide press to Japanese gamers off the street, everyone made the trip for one reason and one reason only — Ultra 64.

Titled 'Nintendo 64' in Japan, this was to be the first glimpse the world would get at Nintendo's much-hyped 'dream machine'. Expectations had grown so high, the system has become more of an urban legend as the industry buzzed with rumor after incredible rumor. Some would have you believe that the U64 is an incredible step beyond any videogame system ever made — others claim it's just another PlayStation or Saturn. The silver of information Nintendo had released up to now had done nothing but given everyone little bits to argue over — non-specific information that could be interpreted a million different ways. But, as Nintendo will be the first to tell you, the proof is in the games. So, for three days at the Shoshinkai Show from November the 24th through the 26, everyone finally got a chance to put controller in hand and judge for themselves how good the U64 in the only category that matters — games.

First Impressions

A hurried jog through the main entrance, past Game Boy, Virtual Boy and all that other stuff, and there was the world's most highly-anticipate games machine ever — make that nearly a hundred of the world's most highly-anticipated games machines — just sitting there out in the open in the back corner of the hall. A second glance, and you're awestruck by the holiest sight imaginable — a polygon Mario, happily bouncing around in a jaw-dropping 3-D world filled with bright, crisp colors, smooth rolling hills and a deep blue sky — any Nintendo gamer's dream come true. But a third glance, and — uh, that's it? ONLY Mario? Of the ten games originally planned to be shown, only *Mario* (and a couple set-ups of *Kirby Ball*) was playable. The rest of the games were on tape.

Yamauchi Breaks The Silence

On the morning of the opening day, Mr. Hiroshi Yamauchi, Nintendo's chairman, publically addressed the press. To start things off, he admitted that Nintendo had made a mistake with Virtual Boy, which is barely holding its own here in the U.S., and has practically plummeted off the face of the earth in Japan. Mr. Yamauchi's candor was surprising — 'Despite the lack of unique titles, we thought it (Virtual Boy) could be sold'. He then stressed a renewed commitment to 're-launching' the Virtual Boy with a rush of new games in '96 that would emphasize the unique gameplay the machine can provide. Still, others, even those in Nintendo's own camp, were less than optimistic.

'But I'm here to talk about the market and the Ultra 64, not the Virtual Boy.' Yamauchi then explained that the reason he pulled the other U64 games from the show was because people are disappointed when they play incomplete games, and even though *Super Mario 64* was only 50% complete, it best showcased the incredible graphics and 3-D gameplay that the U64 was made for. As he so modestly put it, 'When this game is complete, it may be the best videogame in history'. It sure looks it.

The Revolutionary Ultra 64 Controller

* The US version will be black.

L Trigger Button

R Trigger Button

Directional Pad The traditional Nintendo standard, still around for simple 2-D applications.

Start Button

A & B Buttons

C Button Unit The main use for these buttons is to switch between camera views in the U64's many 3-D environment games. However, it's perfect for other applications as well, such as moving fielders in a baseball game, or moving an entire soccer team while controlling one particular player with your other hand.

Left Grip

3-D Stick — An analog joystick that senses your thumb's subtle movements, so you can trigger various effects depending on how hard you press the stick. Just imagine the realistic control you could get with steering a car or swinging a baseball bat!

Right Grip

Center Grip

Memory Pack Nearly identical to the Memory Card used with Sony's PlayStation, it will save your game progress and customization data.

Z Trigger Button Perfect for flight sims or shoot 'em-ups, especially when used in conjunction with the 3-D Stick.

Finally — Four Controller Ports! Now there's no reason why we shouldn't see tons and tons of great multiplayer games. Rumor has it that the ports may even be adaptable to peripherals like a Head Mounted Display (for Virtual Reality applications), although nothing is planned for the near future.

How to hold the controller

You can make the most use of the 3-D Stick and the buttons. This is the best grip for 3-D action games, racing games, flight games and so on.



This allows you to use the 3-D Stick with your right hand (can't figure out how to reach the other buttons, though).



Fine for standard side-scrolling action games, puzzle games, RPGs and so on.



Super Mario Kart R



The sleeper hit is back and better than ever on the Ultra 64. The graphics remain cute and cartooney, but the 3-D race course moves with uncanny smoothness and speed. The racing is much like the original Super NES version with some new enhancements, including some up-and-down terrain to enhance the somewhat flat gameplay of the original. However, the most important being an all-new four-player mode. I will never sleep again.

I've said it before and I'll say it again — it's about time someone included four controller ports built in.

The one-player race pits you against seven other racers just like the Super NES version. Check out Wario in the yellow hat.

Star Fox 64

Not much is known about this early project. It should be safe to assume that Fox's old buddies will return as wingmen, and a fully free-moving structure should replace the forward-moving track engine of the first. Could be way cool, but it's just too early to tell much.



Just look at those dead eyes — Fox McCloud is a born killer.



The 'in-the-cockpit' view should go nicely with the game's new free-moving structure.

Body Harvest



DMA Design's game was the least impressive graphically (well, maybe not as bad as *Kirby*), but Nintendo was quick to stress that this is still very early material. The gameplay looks promising however, focusing on a tiny guy that you can run around from vehicle to vehicle with. There's tons of different rigs, from tanks to choppers and everything in-between. We'll see...

You can steer around the scorpion, or try and duck between his legs. It's this kind of full 3-D gameplay that could make this a very interesting game.



The graphics seem way too... I dunno, 'all over the place' in this early version. Hopefully the game will continue to develop at a good pace.

The Legend of Zelda 64

Oh, yeah! The only thing as good as a 64-bit *Mario* is a 64-bit *Zelda!* The quick demo only showed Link in a battle with a knight, but it was impressive to see how well the U64 handled the real-time light-sourcing and the mirroring effects on the knight's armor. However, don't look for this title to fully-utilize the 'Bulky-Drive's' potential. *Zelda* was originally being developed as a cartridge-based game, and was switched over in mid-production. The *Dragon Quest* game, on the other hand, is said to be an excellent example of what this kind of technology can do to enhance gameplay.



The cartooney polygon characters don't appear to be as impressive as the characters in a top-shelf title like *Virtua Fighter 2*, but we haven't seen this kind of fluid real-time action combined with effects like true light sourcing anywhere else.



Pilot Wings 64

When put against the uncrackable top-secret world of Ultra 64, this has got to be the worst-kept secret in videogame history. Did anybody NOT guess that Nintendo's Shigeru Miyamoto and Paradigm were working on a new *Pilot Wings*? Anyway, this new version looks amazing. There's this one scene where you soar out of a cave on your hanglider and suddenly you enter a lush valley with beautiful mountain scenery with a sparkling creek running through it... simply awe-inspiring.



Hmmm... six new characters — six different flight games?



The only thing cooler than this hanglider stage was the jet-pack hopping from skyscraper to skyscraper — and I thought *Jumping Flash!* looked awesome...

Super Mario 64



After swimming through a lengthy underwater cave, Mario finds Bowser's submarine — when you first swim up out of the cave and spot the submarine, you really feel the 3-D experience.

This game just kicks ass. I mean, Nintendo could have easily whipped up a standard 2-D *Mario* game with *Donkey Kong Country*-type-rendered characters and most everyone would have been happy. But THIS game... man, it's hard to imagine videogames ever getting much better than this.

When I say that this game is 3-D, I really mean 3-D. The analog stick allows Mario to move in a full circular motion, including 360 different possible directions, whereas the original *Mario* games only utilized two (left and right). The resulting affect is that no matter what the camera angle is, no matter where Mario is on the screen, all you have to do is simply point the stick towards the area you want to go and Mario will run directly to it. It's difficult to describe, but trust me — it's complete control like you've never felt in a 3-D game before.

The U64 control stick also makes full use of its analog abilities by allowing the player to further control Mario's movements simply by the strength at which you press it. For example, a slight push will make Mario slowly crawl past sleeping enemies, while a medium press of the stick will increase Mario's speed to a light jog. Push the stick to its full extent and Mario begins to run. While this level of sensitivity can be somewhat difficult to become accustomed to, it works beautifully once you've learned it.

But perhaps the most impressive thing about *Super Mario 64* is the breathtaking scenery in it's may bright, colorful worlds. It really does look and feel like a classic *Mario* 'world', only now it's a full 3-D modeled paradise. And the levels are huge! Each one packs just as much challenge and secret areas as usual for a *Mario* game, but there's absolutely no polygon 'pop-in' at all — it really does look and feel like you're in a living, breathing world! Although I'm admittedly a big *Mario* fan, I must admit that I was a little skeptical that Nintendo could deliver on such a big promise. Take it from me guys — this machine is mega-hot. After spending some time with *Mario*, I'm convinced that no other system could come close to replicating it (at least, not yet). There really is an Ultra 64 difference.



The U64 shows off its power, as different colored stars bounce around Mario's head on the screen.



This is the main room. It connects you to the game's many levels through a series of doors.



'Rocky Mountain' world requires traditional Mario dexterous jumping in addition to a good handle on the 3-D movement.



Aim the camera directly behind Mario to feel the real terror of 'Thwomp'.



Gently push the analog stick to quietly sneak up on this sleeping 'Venus Fly Catcher', then use another of Mario's new abilities — the punch!



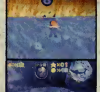
Bullet Bill is back, and bigger than ever! Notice the cool smoke effects as Mario eats his dust.

If Mario finds a cannon, he can load himself into it, then aim and fire himself high above the world.

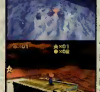
Yawch! Unfortunately for Mario, the U64 generates cool fire effects like this with ease.



The main world map — Mario's adventure begins here. Before going into the castle, it's best to search around outside first. You might find something in a tree...



Now we're in 'Deep Deep Water' world. This is easily the coolest level I've ever seen in any game.



Dive down deep to find treasure and passageways. The longer you stay under, however, the more your power indicator decreases (thanks to the power



The classic videogame 'collapsing bridge' has never looked better. Careful control with the 3-D stick is needed to cross — you can't just press right anymore.



Yep, that's Bowser's sub all right. Now that *Mario*'s gone ashore, he can explore further.



This guy is just plain creepy. What's more, Mario's looking right at him and he's not turning away like in all the other *Mario* games.

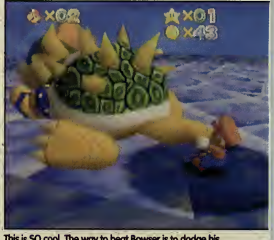


One bonus area is a long slide that winds down into darkness. You can accelerate or slow down Mario by pressing forward or backwards on the 3-D stick.

Bowser can fight back by stomping the ground, which, if it catches Mario off-guard, will decrease his power indicator.



If you capture this baby penguin, its parent will chase you. Why would you want to anger a giant penguin? There's gotta be some trick to this...



This is SO cool. The way to beat Bowser is to dodge his flame, run around behind him, then grab his tail and swing him off the platform — all of which really makes fun use of the 3-D stick.

Buggy Boogie





This buggy is built to resemble a snake/scorpion-type thingamabob, or something like that.

The official Nintendo caption for this picture read 'You can't help but cheer your buggy on'.

Not much is known about this original title from Nintendo. It's press description simply reads 'A battle shooting game with buggy cars. You can assemble your own car using custom parts.' For what it's worth, the graphics looked good, but the colors appeared a little muddy in parts, probably due to the game's dark atmosphere (doesn't quite look like a game with a title as cutesy as *'Buggy Boogie'*). Customizing your own car does sound fun though, especially if I get to use that wicked crane-thingy the car in the demo had. Weird, but cool.

The 'Bulky Drive'

Nintendo touched on the U64's 'Bulky Drive', which will debut at next year's Shoshinkai show just in time for Christmas. As Mr. Yamauchi himself put it, 'In addition to mask ROMs, Nintendo intends to provide a large capacity, high-speed peripheral that not only reads data, but it writes in, as well.' He added that playable versions of the first 'Bulky Drive' titles, *Legend of Zelda 64* and a new *Dragon Quest* game, should also be ready for next year's show. No price range for the peripheral has been announced as of yet.

Yamauchi emphasized that the read/write peripheral is not just for storing large amounts of data, but that it will allow the development of significantly new types of gameplay. Just imagine... this device could not only store an absolutely enormous RPG world, but since it can also save information, every little change that you might inflict on that world will be kept track of. Game developers could set up a living, breathing *Dungeons and Dragons*-type world and you could live there forever since the game is constantly updating itself!

Star Wars: Shadow of the Empire

The recently-announced title from Lucasarts was also one of the most highly anticipated. Unfortunately, there was little of the game to be seen on the demo tape, and what was there looked pretty rough. The Lucas representatives were even uncomfortable about the footage shown — apparently a much more advanced and better-looking version was available. Oh, well. The bit where the snowspeeder zipped underneath the AT-AT Imperial Walker did look mighty promising.



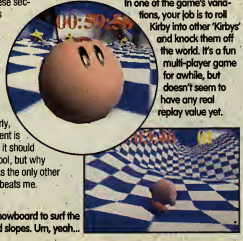


Ultra 64's already earning big brownie points for its cool-as-can-be explosion effects.

When this is finished, it'll be just like you're in the movie — at least, that's the plan.

Kirby Ball 64

One of the first Japanese second-party games pairs Nintendo with Hal Laboratory Inc. to produce a new *Kirby* game. This was the only playable game at Shoshinkai other than *Mario*, and I have to say, I wasn't impressed. It's still early, and if the 3-D movement is as smooth and fast as it should be it could be pretty cool, but why Nintendo picked this as the only other game on display sure beats me.



In one of the game's variations, your job is to roll Kirby into other 'Kirbys' and knock them off the world. It's a fun multi-player game for awhile, but doesn't seem to have any real replay value yet.

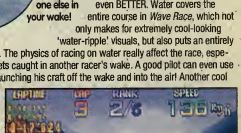
Kirby hops on a snowboard to surf the checkerboard slopes. Um, yeah...

Wave Race 64



Cut that corner and leave everyone else in your wake!

At first glance, everyone had the same reaction to this game — 'Holy cow, it's *F-Zero 2!*' Not so. It's even BETTER. Water covers the entire course in *Wave Race*, which not only makes for extremely cool-looking 'water-ripple' visuals, but also puts an entirely new twist on gameplay. The physics of racing on water really affect the race, especially when someone gets caught in another racer's wake. A good pilot can even use it to his advantage by launching his craft off the wake and into the air! Another cool trick is the ability to pull your 'wings' in to squeeze through tight passages. This one will be a scorcher.



Hmmm, let's see... should I cut around under the ramp or risk a jump off the ramp to the right? Aw, who am I kidding — we have lift-off!

Shigeru Miyamoto — Nintendo's Sure Thing

While there's no such thing as a sure-fire guarantee that the videogame you buy will be every bit as good as its box says it is, Nintendo has the closest thing you can get — the 'Miyamoto Guarantee'. Just look at the titles in Shigeru Miyamoto's portfolio: *Donkey Kong*, *Super Mario Bros.*, *The Legend of Zelda*, *Yoshi's Island*, and countless more — all classics. If you've only played one videogame in your entire life, chances are it was built around concepts and design philosophies that Miyamoto invented. He's more than a great game designer — he's a living legend. And now he's working with the most powerful home videogame system ever.

An extremely friendly and approachable guy, Miyamoto was all-too happy to talk to anyone about his wonderful new toy. It seems that he's been working on a '3-D game' of some sort for nearly two years now, which was only recently adapted to become *Super Mario 64* about six months ago. This is the game that he's most involved with, although he's currently project director on seven different titles including *Super Mario Kart R*, *Wave Race*, and *Pilot Wings 64*.

Mr. Miyamoto also said that he's not leaving behind his classic 2-D engines entirely. He's working on a *'Yoshi's Island*-ish' game that will play as a more traditional side-scroller, but still with a slight touch of 3-D (he calls it "2.5-D'). He's not through with the Super NES yet, either. Expect one or two of his games next year to keep the 16-bit market alive just a little longer. Hey, as long as this guy's still working with it, my Super NES ain't goin' nowhere.

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PREVIEWS

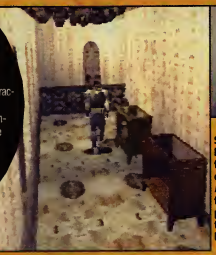
What a great time of the year it is for gamers everywhere! There's tons of new games coming out and many more just around the corner. Let's take a peek around that corner, shall we?

Resident Evil

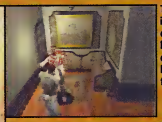
Capcom for PlayStation

Of all the PlayStation releases due out in the first quarter of the year, this one has every one of us at ***GAME PLAYERS*** itching to get our hands on it. An action/graphic adventure, *Resident Evil* pits a lone commando against a house full of supernatural forces. Watta ya do in a house full of zombies? Shoot 'em right between the eyes with a shotgun, of course!

Your fully polygon-modeled, rendered-on-the-fly character walks around the pre-rendered house, encountering all kinds of, well, EVIL critters, and it not only looks great, it controls phenomenally well, putting previous similar games like the *Alone in the Dark* series to shame. Hey Capcom, don't keep us waiting too long!



Seen from a bunch of fixed 'camera angles,' *Resident Evil* feels like playing through a horror movie.



The characters are incredibly well animated. Nothing like blasting zombies with a .45 in a haunted house. Gotta love this game!



You've got a choice between a male or female commando, and the game takes a different storyline depending on which you choose.

Alien Trilogy

Capcom for PlayStation

Acclaim has been shopping around their motion capture demos featuring *Aliens'* space marines for a year or two now, making this one of the most hotly anticipated titles of the next generation. Now it's here and lo! it's a first person, *Doom*-style shooter, following squarely in the tradition of Atari's *Alien vs. Predator*. Although we haven't seen anything but screen shots so far, it seems atmospheric enough. We'll keep you posted.



You know, a .45 is probably just fine for taking care of those pesky face-huggers.



If you want action, you got it. The one thing the original had going for it was a ridiculous sense of pace, with enemies constantly charging in from all sides. The sequel is, if anything, even worse — or is that better?

Shockwave 2

Electronic Arts for 3DO

Electronic Arts is back with this significant update to one of the original 3DO hits. This time around, you have a choice of vehicles, many more (and more challenging) missions, and, as you might expect, yet another crop of idiots back at the base, chiming in over the comm link at odd times during the battle with late-breaking news. It's worth pointing out that both the enemy design and the action look a lot cooler than in the original *Shock Wave*, which was, we thought, a mild disappointment. Stay in touch.



Also, you can expect more FMV sequence before, during, and after the levels. Whatever.



"This is the single best racing game ever" – Game Players 96%
"More flash and substance than most games were ever meant to have" – Next Generation 5/5
"Best home racing game ever" – Die Hard Game Fan 93%
"Will leave you drenched in sweat and grinning" – Game Pro
"The best reason to own a Playstation" – Ultimate Gamer 9/10

KIDS TO ADULTS
AGES 6+

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Hang On GP '95

Sega for Saturn

Quickly making a name for itself in the 3-D racing genre for the Saturn, Sega will hit again with *Hang On GP* in the first quarter of '96. This fast-paced motorcycle racing game offers stunning graphics, smooth animation and plenty of speed. This game also comes equipped with three tracks, each of which have a long and short version for tons of racing action and replay value. A follow-up to the 80's *Hang-On* arcade racer, *Hang On GP '95* should do a lot to enhance the reputation of Sega and The Saturn in the racing genre.



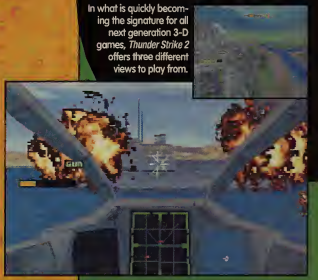
Each of the three tracks offers texture-mapped backgrounds and some truly tough twists and turns.

Flying around a hairpin curve with one knee on the road is the ultimate rush of motorcycle racing.

Thunder Strike 2

U.S Gold for Saturn

In the sequel to Core's *Thunder Strike* (what many believe to be the best Sega CD game of all time), *Thunder Strike 2* for the Saturn takes the next step in a big way. With your choice of several different missions and varying landscapes, *Thunder Strike 2* is an a true rush. Offering full 3-D control, awesome graphics and tons of explosive action, this one looks to be something special for all action fans.



In what is quickly becoming the signature for all next generation 3-D games, *Thunder Strike 2* offers three different views to play from.

Homing in on a primary target, *Thunder Strike 2* is fast-paced and exciting action through and through.

Cutthroat Island

Acclaim for Super NES and Genesis



Well, the movie was delayed, and hey, guess what? So is the game! And, as you might well expect for an Acclaim movie tie-in, it's a side scrolling action game. It looks kinda pretty, and you can choose either the Geena Davis or Matthew Modine character, or both. Hey, thanks to this game, I got to meet Geena Davis at E3, so it can't be all bad, right?

You know, there hasn't been a good side-scrolling action game with sword fighting in it since, well, I dunno how long.



Mixing-up the terrain is one of the elements that keeps this game exciting.

Battle Sport

Studio 3DO for 3DO

Studio 3DO has been upping the ante on 'quality' in 3DO games, and it looks like *Battle Sport* is following the tradition. Sort of a cross between *Cybersled* and basketball, this is an arena sport for one or two players (in a nicely done split screen) played with grav tanks who fight to grab a ball and shoot it through a central hoop. It's fast, and comes packed with so many options you won't ever play the same game twice. Cool.



It's not exactly like anything you've ever played before, and it actually does it WELL. *Battle Sport* is a great idea done well.



The two-player split screen is solid and never confusing. Blast the other guy, grab the ball and SCORE!

Krazy Ivan

Sony Interactive For PlayStation

We've been watching the development of this game closely for some time now. And until this latest version, it had been coming along quite slowly. However, *Krazy Ivan* is finally shaping into what looks like a very good game. It's smooth, fast, and pretty. The long-term play value may lie in the linked up mode, but we won't know for sure until we see a final version.





Big Robot enemies are impressive and don't die easily.

There's also air attacks to worry about, and that Russian wench who keeps telling you how you're doing.

Assault Rigs

Sony Interactive for PlayStation

This game may not be the prettiest product for Sony Interactive, but it's strength may lie in the gameplay. Whether linked up with a friend or challenging the computer, *Assault Rigs* provides some good fun. We'll see just how much next month in our full review.



Different rigs and different backgrounds provide for some interesting gameplay.



Some backgrounds aren't gorgeous, but are definitely different.

Attack of The Mutant Penguins

Atari for The Jaguar

Keeping the mutant penguins from reaching their destination is the object in Atari's *Attack of the Mutant Penguins.*



A unique little puzzler from Atari, *Attack of the Mutant Penguins* is an addictive game with stylistic graphics and quirky action. Half the fun, however, is in the awesome animation and the wacky antics of the Mutant Penguins. So far, this one looks like a must-have for Jaguar owners.

Shell Shock

U.S Gold for PlayStation

Take the role of a member of a high tech gang in the far future, fighting against the injustices of a corrupt government. Your weapon? A high powered battle tank. The screen shots on this just can't capture the pure joy of driving around and blowing up everything in sight — tanks, APCs, walls, buildings, trees, even enemy soldiers. With a hard hitting rap soundtrack from San Francisco 49er William Floyd, this can't miss.

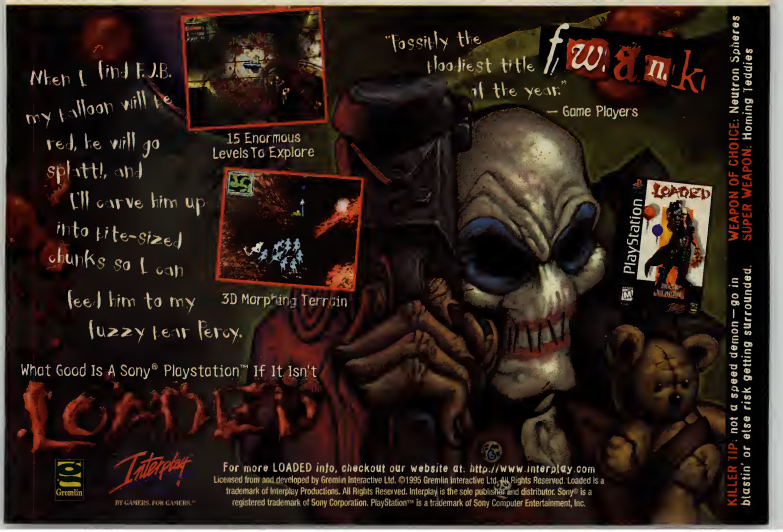


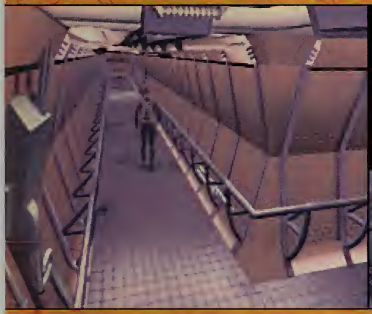
Though the version we've seen is still very early, the graphics are already looking really good.



The view from inside the cockpit and some really big guns will be all you'll need to track down the enemy tanks and destroy them.







Cyberia
Interplay for Saturn

Ported over from the PC, the action of *Cyberia* takes place in a futuristic setting where all of mankind is on the brink of disaster. Destroying the ultimate doomsday device will be your mission if you choose to accept it. With the graphics we've seen so far, it will be worth taking a stab at it, just to see how good it looks when the earth is destroyed.



These shots may look like cut-scenes, but they are in fact, actual game play.

Ridge Racer Revolution
Namco For PlayStation

Basically, *Ridge Racer Revolution* is *Ridge Racer 2.5*, somewhere between *Ridge Racer 2* and *Rave Racer*. And judging from the vast improvement in those games from the original, we expect nothing short of a dynamic game. The U.S. version isn't likely to make it out before Christmas, but no matter when this game comes out, it will sell like wild-fire, for good reason.



You can't tell a lot by screen shots in racing games, but you must admit, these look good.





Yee-ha! Captain Quazar is on the loose, ready to make the universe safe for the likes of you and me.



One thing you notice about the game is the ridiculous number of death animations — every different kind of enemy (and there are a bunch of 'em) have a different death sequence for each of Quazar's weapons. Tee-hee.

Captain Quazar
Atari For Jaguar

Well shucky darn, here he comes. This muscle-headed hero is 3DO's next attempt, after *Gex*, to create a mascot character for 3DO (or at least it looks that way). A three-quarter view shooter with a mix of pre-rendered characters and traditional pixel art, Studio 3DO is obviously shooting for the funny bone. Complete with hip-hop intro sequence and a host of strange missions (that mostly involve shooting anything that moves), Captain Quazar is square jawed action with no excuses.

Solar Eclipse

Crystal Dynamics For Sega Saturn

The prequel to *Total Eclipse* looks to be much of the same, but done with much more care. The in the cockpit view is a big plus, as is the necessity to use the roll. We'll wait until we get a finished version to see how this shooter stacks up.



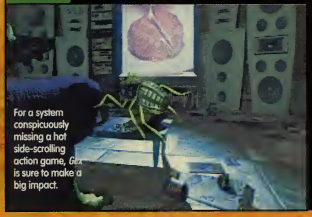
Solar Eclipse — easily better than its predicessor, but by how much?



Gex

Dynamic for PlayStation

This wise-cracking, side-scrolling action hero was a big hit on the 3DO and is likely to have the same effect on the PlayStation.



For a system conspicuously missing a hot side-scrolling action game, *Gex* is sure to make a big impact.

Butch

"Yee-haw! I'm a killin' maniac, AND I LIKE IT!!!" — Game Players

When I find F.U.B. I'm gonna dress him up in a hideous day-glow mini-skirt, paint his toes violet, and call him "Lolly." Then I'll waste him.



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WEAPON OF CHOICE: Flamethrower
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KILLER TIP: Fights best against the ropes. Back into a corner and mow 'em down.



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Interplay BY GAMERS, FOR GAMERS

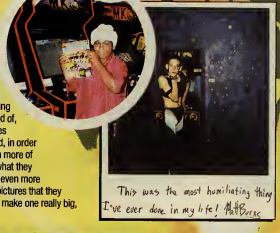
Gremlin

WINNERS and WACKOS!!!

MK3 CONTEST

Once upon a time, there was a contest. Not a real hard contest, but one that had a few, uh, different requirements that had to be completed in order to win. These requirements weren't hard, or even dangerous. Most of them could be completed simply by writing an essay, or gathering some signatures. There was one kinda weird one, but nobody thought anybody would bother to do that one. It was just too weird! Then something funny happened...

When the contest judges got together and drew the winning entry, it had a picture in it. A kind of, uh, weird picture in it. The judges thought this was just a fluke and, in order to prove it, they decided to open more of the envelopes. Can you guess what they found? That's right! They found even more weird pictures; so many weird pictures that they decided to keep all of them and make one really big, weird picture.



Here's Matt Burns, dressed up as the ever-amorous Sonya Blade. We're only gonna worry if he starts getting asked for dates.

But, before the judges could do that, they realized that some of these pictures were perfect for putting in a magazine, on a page that announced the winner of the funny, little contest. And that's just what they did. The winner of the *Mortal Kombat 3* Arcade machine is **Matt Burns**, of **Stevens, PA**. Here's a weird, funny picture of Matt dressed up as Sonya Blade. He appears to be blowing us all a kiss from his local arcade. Matt claims that taking this picture was "the most humiliating thing I've ever done in my life!" We sincerely hope that this kind of thing doesn't become a habit, Matt. And that goes for the rest of the weirdos who sent in all those funny pictures. We will do our utmost to ensure that all of these pictures get sent to the proper Mental Health authorities. After looking at these photos, we believe you'll agree that this is the proper course of action. THESE LOONIES MUST BE LOCKED UP!







Here's more proof that GAME PLAYERS readers are a diverse and educa... no, wait... a loyal and honest... no, that's not quite right, either. OK, OK, we admit it — OUR READERS ARE NUTS! CRAZY! TOTALLY WACKO! But you gotta admit, they got good taste in clothes!





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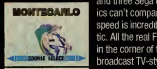
Japanese PREVIEWS

F-1 Live Information

Sega For Saturn

This Formula-1 racing simulation comes complete with three real Formula-1 tracks (Monte Carlo, Hockenheim, Suzuka) and three Sega designed tracks. The graphics can't compare with a *Sega Rally*, but the speed is incredible and the play is ultra-realistic. All the real F-1 teams are represented, and in the corner of the screen the entire race is broadcast TV-style, complete with in-depth analysis of each racer.

Sega isn't going to be releasing this one in the states, but we're confident that somebody is going to pick up this game. When they do they'll have a great little game on their hands.





Real F-1 tracks like Monte Carlo and teams like Benneton add to the sim feel of this game.



The TV broadcast in the corner is awesome, but hard to watch while you're racing.

The graphics aren't that impressive, but the speed in this game is incredible.

Indianapolis 500

Sega For Saturn

One of Sega's newest arcade racers is already being converted to the Saturn. It's only 50% complete, but the screens already look close to arcade-perfect. *Indianapolis 500* is likely to release in Japan near Christmas, but won't make the states until early 1996. If the arcade translations keep coming, there won't be many places for better racing games than the Saturn console.



Only one screen, but it looks a lot like the arcade. If it plays as fast as the arcade, it'll be a treat.

Battle Arena Toshinden

Sega For Saturn

Man, *Toshinden* is coming to the Saturn by Christmas — in Japan, that is. This version of *Toshinden* is nearly complete, and it includes one extra character and a new background. The problem is that the game doesn't look as good as it does on the PlayStation, which is why the U.S. version will be reworked before coming out.



The characters and backgrounds look flatter than the PlayStation version, but it still looks great.



The new female character is one thing that separates the Saturn version from the PlayStation.

Beyond The Beyond

SONY CE for PlayStation

So what are the players saying about Sony Computer Entertainment's newest RPG. 'Oh dammit, I've lost control again' says Chris Slate. 'Looks like *Lunar* with that little pet thing flying over your head' observes Jeff Lundrigan. This odd little Japanese RPG features all the usual short fat people and roofless houses, and the story appears to be quite deep. We all admit that the need for RPGs on next generation systems is great — we were just hoping for a whole lot more in the way of presentation.



The intro screens are hokie, but do use some PlayStation power, while the game screens are indistinguishable from 16-bit RPGs.

In Development

Victor is about 50% done with another racing game for the Saturn. So far, the graphics look impressive, and an awful lot like *Ridge Racer*.



Racing jeeps against sports cars just doesn't seem fair, but the graphics look impressive.

Game Studio Inc. is hard at work on a highly-graphic RPG for the Saturn. From what we've seen on this hot title, we can only hope a U.S. translation makes its way to our shores.



Big polygon characters and a dark, smooth background give this game a look we haven't seen equalled. Hopefully, it plays well too.

Zero Divide:

An unrecoverable program error, causing a potential system crash.

The first truly complete 3D, 360° Fighting game

Superbly detailed graphics, unprecedented fighter control, high quality soundtrack, awesome depth and challenge are all combined to give you the most complete fighting game experience available.

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- With a memory card, save and relive your entire match
- Select four completely different camera angles, including an innovative perspective from the fighters viewpoint and a rotating 360° view even in replay mode









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REVIEWS

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Shhh! If you'll be very, very quiet and don't make any real sudden moves, we'll be able to finish off these reviews in time for the January issue. By the way, who's got the Alka Seltzer? Look! Pink elephants!!!

THE GAME PLAYERS ULTIMATE AWARD

We hope you realize just how hard it can be for a game to get one of these things! When a game has one of these, it means it scored at least a 90% with our reviewing staff. That ain't easy!

INFO If we'd have had more of this, we never would have stayed up so late and partied so hard! Who knew?

REVIEWER Take a good look at this guy. He's the idiot who threw the all-night New Year's party. At least he's suffering as much as we are!

OPINION It's our opinion that we'll never party as much on New Years again... and that we'll try to get a life real soon.

The Rocket Science:

Each category of our scoring boxes is given a 'weight' — the higher the weight, the more important the category. We multiply each category's score by the weight, total them up and divide the answer by 19, which is the total of all the weights combined. The resulting number is multiplied by ten to compute the final score for the game.

Graphics: Weighted by a factor of two.
Music & Sound FX: Weighted by a factor of one.
Innovation: Weighted by a factor of one.
Gameplay: Weighted by a factor of eight.
Replay Value: Weighted by a factor of six.

SCORE

No, we didn't. Women would just look at us with disgust. We did get slapped once or twice...

100% Flawless	60-69% Good	20-29% Heinous
90-99% Ultimate	50-59% Average	10-19% Putrid
80-89% Excellent	40-49% Lacking	1-9% Shoot Me
70-79% Very Good	30-39% Crap	0% Cosmic Race



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TEEN T

PLAYSTATION

shooter / GENRE
1 or 2 / PLAYERS
1 CD / SIZE
password / SAVE FEATURE
Sony Interactive / PUBLISHER
Single Trac / DEVELOPER
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GAME PLAYERS ULTIMATE

TWISTED METAL

He's ridden in the back of a police car a lot, but this was *Mike Salmon's* first chance to get behind the wheel and start protecting and serving (or is that destroying and shooting?).





Sony Interactive is easily the biggest surprise, and asset, in the PlayStation's early success. Great games like *Warhawk* and this one were done by new developer Single Trac and truly show off the magnificent power of the PlayStation. *Twisted Metal* is an all-out driving shooter that takes place in several different parts of an entirely 3-D city.

The most-impressive part of *Twisted Metal* is the simplistic, yet deep, gameplay. In each round in the one-player mode, the number of cars doing battle increases and so does the difficulty. The one-player game is a ton of fun and loaded with hidden items, recharge stations, and plenty of jumps. But the two-player mode really makes this game. It's run on a split-screen which actually doesn't affect gameplay too much. There just aren't many things more enjoyable than chasing around your buddy in a cop car and blowing him away. Strategies like hiding behind buildings and spinning out to fire at the car behind you make this game more than just a shooter.

The soundtrack is filled with great original theme music, and the selection of 12 different cars adds to the variety, but the graphics could've been crisper. There's no doubt that *Twisted Metal* is one of the best PlayStation games available and a great addition to any library, however I would like to have seen longer levels and slightly improved gameplay. I suppose that's what we should expect from the inevitable *Twisted Metal 2*. **GP**

The behind-the-car view is the most useful, but man, is it fun to go over jumps in the in-the-car view.

One of the best features of the game is in the city level, where you can go on top of this bridge to see where the other cars are.





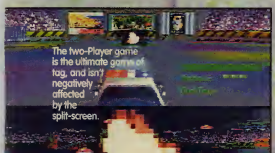
The rooftop level is insanely dangerous, but the action and music are awesome.



The war even takes to suburbia, where the occasional stray dog makes a run to avoid being road kill.



Forget to pay your cab fare? In *Twisted Metal*, that could be a fatal mistake!!!



The two-Player game is the ultimate game of tag, and isn't negatively affected by the split-screen.

GRAPHICS 8

- The explosions and fires are beautiful.
- The buildings are a little flat and there is some polygon clipping.

MUSIC & SOUND FX 10

- Well orchestrated original music that fits perfectly with the game.
- Explosions and crashes are CD-quality sweetness.

INNOVATION 10

- Roaming free through an entire city has never been done sa well.
- There hasn't ever been a game like *Twisted Metal*.

GAMEPLAY 9

- Hiding behind corners and blasting a truck makes for great gaming.
- The computer cars are intelligent and make for a good challenge.

REPLAY VALUE 9

- The two-player mode never gets old, unless you don't enjoy chasing down your buddy and blowing his car up.
- The one-player game is great fun, but it's just too short.

90% ULTIMATE

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THE ULTIMATE

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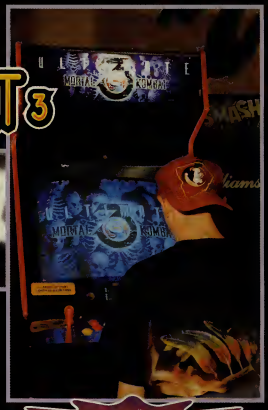
Will you be the WINNER? Will you play your very own Mortal Kombat 3—The Ultimate with *NEW characters, NEW scenes & backgrounds, NEW secret codes?*

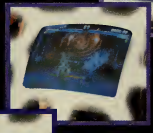
You WANT It! You CAN WIN It!



Photos by Doug Everhart

Photo Location "The Spot" McHenry, IL







But, I'm not very lucky. This is not a game of chance, but a series of puzzles which are scored. Get the best score and the prize is yours! It's that simple! Just solve the puzzle below and send in your entry.

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Can you solve the puzzle below?

Do you have what it takes?

Game Rules: Under the puzzle you will find 16 words. These are the only words allowed to be used in the puzzle. You may only use a word once. At the bottom of the entry you will find a Word clue. Using the word clue you can find the second hint letter for each line which is to be placed in the circled square. The Word clue letter can only be used on the line next to it. All words in the list are not used.

What you can expect: After this entry, you will receive one elimination game at $4.00. The Tie-breaker will be $2.00. Subsequent tie-breakers will be free. Tie-breakers will be played until only one person remains. The puzzles will increase in difficulty each time. For a copy of general contest rules, send a self-addressed stamped envelope to Treasure Cove Corporation at the address on the coupon below. Please write the word "rules" on the outside of the envelope.

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DAILY	ARBOR	DAIRY	WRECK
TOTUM	DANCE	FIELD	AHEAD
~~OCEAN~~	PRISM	TOTEM	KNELT
CREEK	BREED	VENUE	GREEN

A

WORD CLUE

WORD CLUE: ***What one does while asleep.***

All Entrees must be Postmarked by 1-31-96.

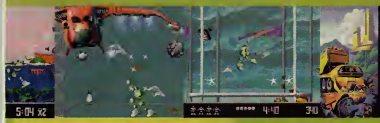
Yes. Enter me in the Mortal Kombat 3 - The Ultimate Contest!
Here is my $4.00 Entry fee for my puzzle.

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VECTORMAN

GENESIS

"action / GENRE
1/ PLAYERS
16 MbH / SIZE
none / SAVE FEATURE
Sega / PUBLISHER
Blue Sky / DEVELOPER
now / AVAILABLE
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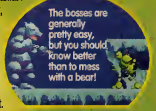
GAME PLAYERS ULTIMATE

Being able to morph into many different tools makes *Patrick Baggatta* the life of the party!



Touted as the most revolutionary game ever for the Sega Genesis, *Vectorman* has a tall order to fill. While it's doubtful that many would agree with the 'most revolutionary' tag, there is no doubt that *Vectorman* is a truly great action game. Where *Vectorman* manages to come close to the supreme mark is in the tiny details. The lighting effects, for example, are beyond the wildest dreams of most 16-bit titles, and the sound effects are absolutely stellar.

Unfortunately, the game does fall short of the 'revolutionary' mark when it comes to the overall action gaming concept.


The bosses are generally pretty easy, but you should know better than to mess with a bear!

Vectorman is a side-scrolling action game in which most of your time is spent shooting bad guys that come at you periodically as you move from left to right. Now, this game happens to be an exceptionally good side-scrolling action game in a sea of mediocrity, but it's tough to consider any game in this genre 'revolutionary'. There are several bonus-type levels that momentarily free you from this familiar formula, but running from left to right is the name of the game, for the most part.

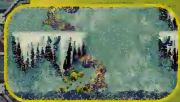
What makes *Vectorman* such a good action game is that it does all the small things right. The gameplay is sharp, while the creative controls keep the action going at a break-neck pace. The graphics are first-class. There is also a lot to be said for the big enemies with good artificial intelligence. *Vectorman* will go down in history as an awesome action game, even if no one ends up remembering it as exactly revolutionary. **GP**

READY, SET, ACTION!

***Vectorman* is all about fast action and taking out bad guys with a variety of weapons.**



The single fire gun will have to do in a pinch, but it's nice to know there are bigger and better options out there, just waiting to be found.


It's tempting to take the time to admire the beautiful environments in which you must destroy all that stands in your way, but destroy you must!


Some guns were just made for action.


Once every few levels, you'll find yourself in a totally new kind of action.

Morphing into different tools is a necessary technique for getting through even the easiest of levels.

GRAPHICS 10

MUSIC & SOUND FX 9
- The lightning effects are awesome.
- The enemy characters are really detailed!

INNOVATION 7
- The music is strong and appropriate.
- The sound effects really enhance the action.

GAMEPLAY 9
- The bonus levels are fairly unique.
- Side-scrolling action games are all too common.

REPLAY VALUE 9
- The action is truly fast and furious.
- Special control techniques help make the game special.
- There are tons of levels to battle through.
- This game is a tough one to beat!

90% ULTIMATE

GENESIS

GENRE / action
PLAYERS / 1
SIZE / 16 Mbits
SAVE FEATURE / none
PUBLISHER / Disney Interactive
DEVELOPER / Buena Vista
AVAILABLE / now
PRICE / $50-60



His evil demons come out whenever he hits that 7th beer, but at number 14, *Mike Salmon* has a lot more than demons coming out of him.

GARGOYLES



SGI-rendered enemies and some well-drawn backgrounds combine to make a great-looking Genesis game.

This game is easily one of the biggest surprises of 1995! From out of nowhere, Disney has made one of the best Genesis games of the year. The graphics are simply amazing, and gameplay elements, like busting through weak walls, smashing through glass, and climbing on walls, make *Gargoyles* a real treat to play. It's very similar in looks to Capcom's *Demon Crest*, but the SGI-rendered treatment and focus on gameplay makes *Gargoyles* a much better experience. Don't let the name Disney fool you — this game is anything but easy. It requires all the skills you can muster to get through every level of this game.

Decidedly dark for a Disney product, *Gargoyles* is a recreation of the syndicated cartoon and it captures the feel of the cartoon better than most games of 'toons ever do.

With this and *Toy Story*, Disney has done more graphically with the Genesis than most have ever tried. **GP**



Smashing through walls and glass is an awesome element to gameplay that really frees up the exploring factor of the game.

9 GRAPHICS
9 MUSIC & SOUND
6 INNOVATION
9 GAMEPLAY
8 REPLAY VALUE

LIFETIME 85%

SUPER NES

GENRE / action
PLAYERS / 1
SIZE / 16 Mbits
SAVE FEATURE / password
PUBLISHER / Capcom
DEVELOPER / Capcom
AVAILABLE / now
PRICE / $50-60



He used to call himself Fish Man X3, but when we told him that involved multiplication, *Mike Salmon* quickly changed his nickname to Sparky.

Mega Man X3

The never-ending series continues on with the umpteenth installment of the little blue guy. This is the second series, in which Dr. Wiley is dead and an evil robot runs the show. New for this version is the ability to play as Mega Man's buddy, Zero, until the boss levels. Then Mega Man has to step in. All the great gameplay that has kept *Mega Man* the longest running videogame series ever is back and so are the countless bosses and bonus levels.

Mega Man X3 is a great little game that requires all kinds of manual dexterity, thinking, and a great deal of patience. On its own, it's a real winner. Unfortunately, it's not different enough from the first baker's dozen of *Mega Man* games to set it apart. Still, it's a good game and if you've already played the rest, you owe it to yourself to play this one as well. **GP**



The smaller character of the *X* series allows you to see more of the screen, and the graphics are much nicer than the original *Mega Man* series.



Zero is Mega Man's buddy and when his normal weapon is powered up, it delivers a vicious three-part attack.



The tough boss-levels are back, and so are the crazy basses. There aren't many games around any more with this kind of challenge.

7 GRAPHICS
5 MUSIC & SOUND
1 INNOVATION
9 GAMEPLAY
9 REPLAY VALUE

LIFETIME 81%



TEEN T

PLAYSTATION

fighting / GENRE
1 or 2 / PLAYERS
1 CD / SIZE
memory card / SAVE FEATURE
Vic Tokai / PUBLISHER
Kronos / DEVELOPER
now / AVAILABLE
$55-60 / PRICE

CRITICOM

At last, *Roger Burchill* has ascended to *GAME PLAYERS'* third level of power. In other words, he was now allowed to hold Bill's ashtray!



As a *GAME PLAYERS* 'Best Intro Sequence' Award winner, *Criticom* is known for its disturbing vision of the destruction of an alien city that bears witness to the immense power of a crystal known as the Relic. As the game begins, the Relic has been stolen from the emperor at a critical junction for the planet Hyperia. Of course, a fighting tournament has been set up so that a missing Relic can go to the victor. Oh well, any excuse for a fight, I guess.

If you can forgive the lack of logic behind the premise, *Criticom* rewards with one of the most graphically beautiful and superior sounding games yet available for the PlayStation. Though the stunning SGI-rendered cut scenes aren't transferred to the actual game visuals, *Criticom* is certainly on par with *Battle Arena Toshinden* in its polygon-based graphics. The moving orchestral soundtrack adds true drama and tension to the game experience.

Game control scores high in innovation though somewhat lower for functionality. *Criticom*'s developers deserve credit for not going straight to a *Street Fighter* rip-off for commands. The new configuration of using the top buttons in combination with the front buttons takes some getting used to, but ultimately adds to the challenge of mastering the game. The process of gaining additional moves in relation to victories is nice, but it also prevents the game from revealing its ultimate fluidity until the third level of power is attained.

Criticom's only true fault is that it is just another in a long line of tournament fighting games. But the combination of excellent graphics and sound, coupled with some interesting twists in gameplay, help to distinguish it in its crowded field. **GP**



If the game was good as its intro sequences, it would have rated a 100%.



As it usually happens, the fate of the galaxy must be determined in a ring by two warriors in hand to hand combat.



Kick everybody's butt and your arsenal of special moves gets expanded. Plus, you get a new wardrobe to boot!



All the hoopla is over this rock (A.K.A. the Relic). He who controls the rock, rules the galaxy. Uh, right...



Let me get this straight. I'm trying to get the Relic, and I have to go through a more powerful version of me to get it? Challenge one, logic zero.





Be a little patient, because the game only really becomes fun once all the special moves are at your disposal.

GRAPHICS 9

- This game is a new high mark in PlayStation graphics. Wow!
- You'll actually watch the cut scenes and character intros in this game.

MUSIC & SOUND FX 8

- Orchestral soundtrack could have come straight from a good movie.
- Redundant character comments serve to annoy in short order.

INNOVATION 7

- Unique command input system gives a new twist to an old formula.
- Fighting, fighting, fighting. Oh well, good thing I like being abusive.

GAMEPLAY 8

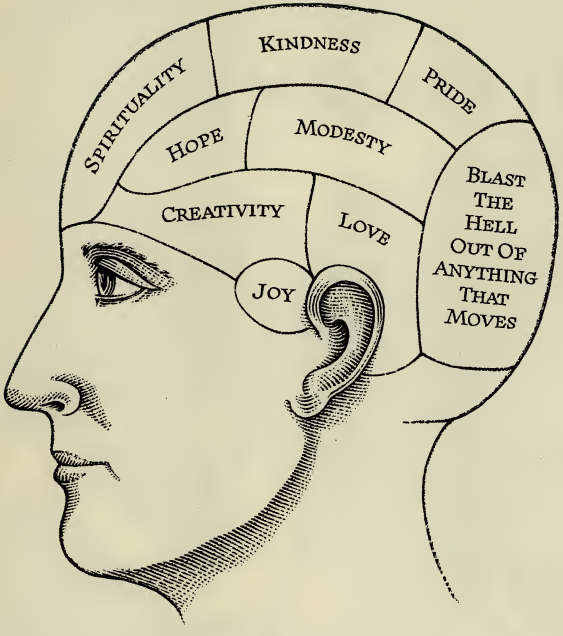
- The more your character wins, the more special moves you can do. Cool!
- Control seems a little stilted, until you get those higher level moves.

REPLAY VALUE 8

- Getting each character to level three status will have you coming back for a while.
- Ah, level three. Call your friends — it's time for an industrial strength @$5 whuppin'.

81%

EXCELLENT



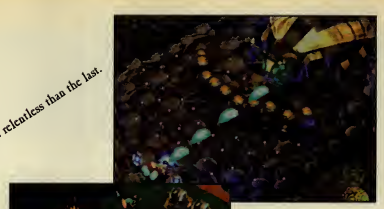
Exercise that part of your

Non-stop SGI 3D action.

Cure that pesky itch in your

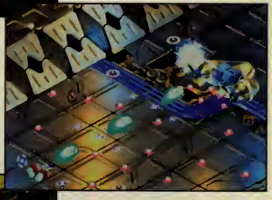
ELECTRONIC ARTS®

mind you wish you could use more often. Six levels. Each more relentless than the last.



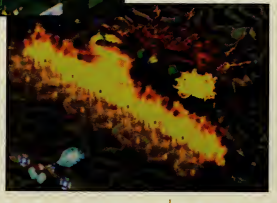


Digital music. Explosive sound effects. There's no better way to vaporize your enemy.





trigger finger. Three lethal weapons of mass destruction should keep it well scratched.



VIEWPOINT

View the intensity at http://www.ea.com

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Flying Nightmares

3DO

GENRE / flight sim
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / save after each mission
PUBLISHER / Domark
DEVELOPER / Lifelike Productions
AVAILABLE / now
PRICE / $59.99



We got used to *Jeff Lundrigan* doing aerobatics at his desk, but when he flamed out, crashed, and burned, we had to clip his wings.

Man, I love flight sims. Just love 'em. Which is why I've been looking forward to this title. However, now that it's here, I have to admit feeling a little let down.

For starters, the control isn't the best. It's extremely easy to over-control and difficult to recover. By itself this wouldn't be too bad, but all the things you'd use to avoid getting into trouble, like rudders and air brakes, are accessed by hitting multiple buttons on the pad at EXACTLY the same time. Ever try to tap right-shift and C while rolling the stick around and trying dodge an enemy missile? It ain't easy, and the problem could have been avoided by simply allowing you to hold one button, then hit the other one when you needed to. It's a simple thing, but it would make a big difference. Once you get the hang of it, the game goes from being a pain in the neck to being, well, I won't say dull, but it isn't that exciting either.



You've got all the ordnance you could ask for, plus the option to customize your payload to suit each mission.





For all the effort that goes into hitting a target though, you don't get a very big 'boom.'

The missions are pretty varied, and get increasingly difficult as the enemy adds anti-aircraft guns and SAM sites, but these aren't that hard to avoid or destroy, after which missions are a cakewalk. The AI in enemy aircraft is pretty good, but predictable. Overall, you're more likely to die from slamming into the carrier during a landing than from enemy action.



The learning curve for this game is pretty steep, which you'd expect for a sim, but once you get pretty good, there's not much challenge left.

This is one of the few flight sims available for home consoles. If you have any interest in them at all, I encourage you to give it a shot, but while *Flying Nightmares* is a solid game, it's far from being a great one. GP



Air-to-air engagements are slightly more exciting, but even these fall into a certain predictability.

8 GRAPHICS

- The animation is fine, and it moves well.
- The landscapes are kinda flat.

6 MUSIC & SOUND FX

- The music just hops right along.
- Generic *Top Gun* crap, and the sound FX are less than impressive.

9 INNOVATION

- It's one of a handful of flight sims for the home.
- As flight sims go, it's not that impressive.

7 GAMEPLAY

- It flies! It flies!
- It's unnecessarily difficult to control.

8 REPLAY VALUE

- There's lots of missions, lots of variety.
- The game tends to get a bit repetitive.

75%
VERY GOOD

SEE PAGE 107 FOR A DEEPER LOOK AT VF2!



TEEN T AGES 13+

GAME PLAYERS ULTIMATE

SATURN
fighting / GENRE
1 or 2 / PLAYERS
1 CD / SIZE
memory cart / SAVE FEATURE
Sega / PUBLISHER
Sega (AM2) / DEVELOPER
now / AVAILABLE
$65.99 / PRICE

VIRTUA FIGHTER 2

Pure polygon perfection poured through his veins as *Mike Salmon* bowed down to all that is glorious in games.



When *Virtua Fighter* hit the Saturn, the game was filled with glitches and unimpressive polygon graphics. So the thought of *VF2* making a good translation to the Saturn seemed absurd. Boy, were we wrong! *VF2* isn't arcade-perfect, but it is close enough to make it the best fighting game ever on a console, bar none. It's that good!



Fight Dural and play in this underwater arena. During the fight, you move like you're in water — real slow. Very cool boss stage.

The most disappointing stage in the game is this raft. There's no bridge and the background's a bit flat. Other than that, the game's just about perfect.

The characters are beautifully texture-mapped, with unbelievable realism in their motions. The computer opponent learns your style and all 10 characters are viable contenders. All together, these features add up to an incredible game to play and watch. The attacks are varied and fierce, but each one isn't incredibly difficult to pull off. The key to winning in *Virtua Fighter 2* isn't how fast you can pull off a fireball, but how well you can time and orchestrate your attacks. The sound effects give each punch and kick umph, so you can revel in the majestic glory of pounding your opponent's head onto the steel platform.

The characters are perfectly balanced, with each one having their own fighting style and range of special moves. The Wolf is huge, inflicts more damage, has an excellent array of throw moves, but is a bit slow. Lion is small, inflicts less damage, has less throw moves, but is quicker with longer range attacks. Each character is balanced to perfection, so that if you learn a character, you can beat any of the other ones at any time. The deep strategy elements like the foot position, hitting from behind, and forcing the Ring Out make this one a game you can never stop learning.

What's missing? The backgrounds aren't as deep as the arcade version (there's no bridge on the raft stage), but beyond that *VF2* is a great reason to buy a Saturn. If you have a Saturn and you don't buy this game, you're just stupid. **GP**



The motions are so smooth that you'll think you're watching a real fight.





Counter moves, like Pai grabbing your punch and throwing you to the ground, give each fight endless possibilities. Ouch, that's gotta hurt!



GRAPHICS 10

- The best-looking fighting game I've ever seen on a console.
- The characters are big, detailed, and their movements are smooth.

MUSIC & SOUND FX 9

- The FX are perfectly done to give you that feeling of power and contact.
- The music is good, but nothing exceptional.

INNOVATION 10

- Everything that made the arcade game so revolutionary is here.
- *VF2* takes fighting games to a new level.

GAMEPLAY 10

- Easy to pick up and play with only three buttons used...
- ...and deep enough to play for years, with all the moves and strategy.

REPLAY VALUE 10

- There's never been a fighting game with this much strategy and action.
- The depth of play is so encompassing that we may never make deadline again.

99% ULTIMATE

VALORA VALLEY GOLF™

LEADERS

PAR	HOLE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
	PAR	5	4	4	3	5	4	4	4	3	5	4	4	3	3	4	4	3	5	4
	Lee	1	2	3	4	4	4	5												
	MacDonald	0	1	0	0	2	3	3	3	3	4	4								
	Takahashi	1	1	1	1	1	2	2	3	3	4	4								
	Levy	1	2	3	3	2														
	YOU	4	4	4	1	4	3	3	3	1	3	2	3	3	4	4	2	4	3	
	Schwartz	2	2	2	2	2	2	2												
	Robinson	0	0	0	0	1	2	2	2											
	Turner	1	2																	
	Wilson	0	0	1	1	2														
	Jenkins	0	0	0	0	1	2													



[illegible] golf course [illegible] have thought [illegible] about it. Stop dreaming. [illegible] puts [illegible] there. And it plays [illegible] here with putts that physics cannot explain, and drives that put a real hurt on the competition, not to mention the ball.

Valora Valley Golf...where the impossible is just another win.



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SUPER NES

fishing / GENRE
1 / PLAYERS
16 Mbit / SIZE
battery / SAVE FEATURE
Natsume / PUBLISHER
Natsume / DEVELOPER
now / AVAILABLE
$45-55 / PRICE

THE FISHING MASTER



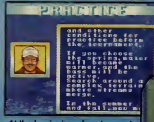
No one minded when *Trent Ward* said he was going catfishing, but then he told us his favorite fishing hole was the animal shelter.



There's a lot of different fishing games out there, each with a different way of delivering that feeling of sitting on a lake, waiting for a strike. Some companies have used great graphics, some a unique interface, and then others have added enough extras to make the experience as close to the real thing as possible. Unfortunately, *Mark Davis' The Fishing Master* just doesn't pull these elements together very well. The graphics could have been better, often using static screens when animation would have been just as easy. But the main fault is that once you get past the intricate set-up, there's nothing to the action. Fishing may require lots of patience and waiting, but other fishing titles have still managed to find ways to spice up the otherwise boring gameplay.

Basic play revolves around your character throwing out a lure and watching it as you reel it back in. If a fish is interested, a quick flash will appear on the screen. If you can hit your set button quick enough, then you've got that fish and you reel him in. The end result is little more than quick test of reflexes, a test that loses its appeal after only one or two strikes. Other aspects of the game, such as lure selection and tournament mode are actually pretty good, but don't even come close to making up for the title's questionable gameplay.

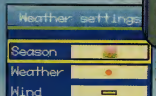
If you're in the market for a fishing game, there's plenty of great carts out there that deliver the entire fishing experience, from picking bait to weighing in, without you needing to resort to playing this one. **GP**



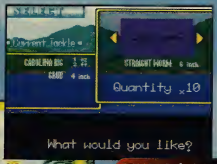
At the beginning of each round, you'll receive the tournament rules and special instructions.



After you've picked the part of the lake you want to fish, find the exact point where the big ones will be biting.



In the free fish mode, you can select the weather conditions that you want to fish under.



From the lure selection screen, there are scores of different baits to choose from. Pick carefully, it can make all of the difference.



In tournament mode, you'll need to talk to this shopkeeper to get the items that you want.



Once you've got the fish on your line, it's pretty easy to get him in the boat.

GRAPHICS 5

- The still screen images are drawn very well...
- But who wants to look at a bunch of still screens?

MUSIC & SOUND FX 5

- Lots of cricket chirping and splashing to create that in-swamp atmosphere.
- The music is predictable, and sounds like just about ever other fishing game.

INNOVATION 4

- Uh... the game's interface is like nothing you've seen before...
- ...but you'll never want to see again, after your first play.

GAMEPLAY 5

- All of the lures and several different casting types add realism...
- ...but the fishing is just terrible, from start to finish.

REPLAY VALUE 5

- If you can tolerate all of the problems with this game, there's plenty of different places for you to go fish.
- Even though the locations look different, they all play almost exactly

49% LACKING

PLAYSTATION

MATURE M

GENRE / action
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / save after each level
PUBLISHER / Interplay
DEVELOPER / Gremlin Interactive
AVAILABLE / now
PRICE / $59.99

GAME PLAYERS ULTIMATE



LOADED™



Ever since he was just a kid, *Jeff Lundrigan* has looked for a way to get over the stress of day-to-day life — unfortunately, all he found was coffee and his dad's shotgun.

Hey, it's nice to know this industry can still surprise me. Every year, there's maybe a dozen titles I'm interested in, and maybe another half dozen I'm really looking forward to. Everything else is in the 'wait and see' category — could be good, but probably won't knock me out. I know that's a little arrogant, which is why once in a while a title comes out of nowhere and bites me on the ass, just to teach me a lesson.

SPLAT! Calling this game 'violent' is like calling the Pacific a 'big' ocean. You don't have to look much farther for hard-hitting action!

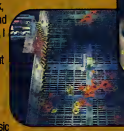


That's what *Loaded* did. Before we saw it (thankfully, in time to make our October cover), all I knew was the title and a two-word description, 'Action Game,' which didn't exactly light my fire. However, when I was actually able to try it, I was blown away — and that was a demo disk with only one level and one playable character!

This is one of the most frenzied games I've ever seen. Sure, it's a top-down shooter, similar to *Smash TV*, but (and you have to see this to believe it!) ten times more action-packed and violent in the extreme — enemies don't flash and disappear, they SPLATTER, leaving vaguely human-shaped puddles of goo everywhere.

If violence were all there were to this, I doubt I'd get more than a chuckle out of it, but that fact is, there's a hell of a game here to back it up. There's a fair amount of strategy mixed in with all the action — you won't last long if you don't think, trust me — and for once lately, I don't have to complain about a game being short. *Loaded* has 15 levels, and they're all huge. The music deserves special notice too — it ROCKS.





The game sure gives you a bunch of bizarre characters to choose from, all complete psychopaths with a yen for carnage.

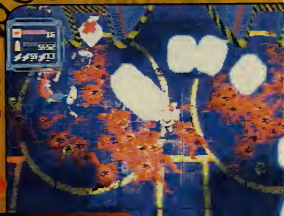


I have to admit that after 15 levels, the game did get mildly repetitive, and be aware that the difficulty level is high. Overall though, this is one incredible game, and also functions well as stress therapy. **GP**

While there's a lot of variety to each level, and a lot of different challenges, you still play each one in roughly the same way: shoot everything that moves, blow up anything that doesn't, and if it won't stop moving, shoot it some more.



Once more, and for the record: I'm a killing maniac. AND I LIKE IT!



9 GRAPHICS

- Crystal-clear, pre-rendered characters, beautiful texture maps.
- So many explosions, it gets downright confusing.

10 MUSIC & SOUND FX

- Hard hitting, explosive sound, digitized voices — I'm there!
- The best soundtrack I've heard in a year.

7 INNOVATION

- Splattering gore, incredible weapons, bizarre characters.
- Actually, this kind of straight-up action has been done before.

10 GAMEPLAY

- Fast paced, incredibly violent, edgy, responsive — great stuff.
- There's a fair amount of strategy to it as well.

8 REPLAY VALUE

- Action, action, action — gimme more action!
- The game can become somewhat repetitious after extended play.

91% ULTIMATE

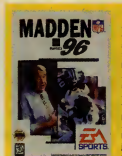
CHIPS & BITS, INC.



'URBAN STRIKE' You are the leader of the UN Special Forces Unit. It is your mission to prevent a takeover of the US government. High tech air, land and sea crafts. **$59**



'MADDEN 96' All new 3-D rendered graphics and animations, kneeling and one handed catches, left handed QBs and swet peases. Redesigned formations and plays. Pat Summerall and Lesley Visser join the broadcast team. **$56**



'MEGA MAN X 3' Those tricky reploids are on the rempage egain. New and familiier robotic enemies and new robot customization feeture for tremendous replay value. **$56**



'A-TRAIN' You'l start with a bit of bare land and a small bank loan, then estebiish transportation systems, buy and sell land and businesses, and even invest in the stock market. If eli goes well, you'll be rich and powerful. **PSX $49**



'VIRTUA FIGHTER 2' This revolutionary fighting game is faster, more realistic and harder to beat. Two new cherecters and texture mapped grephics with ever changing 3-D perspectives make this geme outstanding! **SAT $56**



'SIMCITY 2000' is the follow up to Sim-City thet tekes urban planning into the next century. SimCity 2000 adds e new level of realism & sophisticated gameplay. New features include underground water & transportetion system. **PSX $49**

3DO

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PLAYSTATION

GENRE / action/flight sim
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / password
PUBLISHER / Sony Interactive
DEVELOPER / Single Trac
AVAILABLE / now
PRICE / $59.99







GAME PLAYERS ULTIMATE

WARHAWK



We knew something was up when *Jeff Lundrigan* bolted a 15-inch sub-woofer under his office chair. It was only a matter of time before his fillings were shaken loose.

You know, I have to admit, I fell completely, madly in love with this game when I first saw it at E3 last year, and it didn't hurt that I got to play it on a huge screen while sitting in a subwoofer-equipped Thunderseat™. Now that I've got the game in my hot little hands, I'm pleased to report it plays every bit as good as I'd hoped for — although that doesn't mean it's EVERYTHING I'd hoped for.





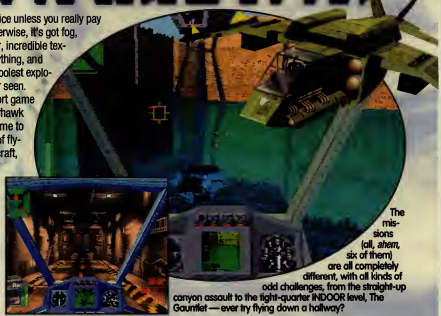
If you ever wanted to see just how many graphic effects were in the PlayStation library, just get this game — I think it uses them all.

I'll get the down-side first, since I only have one complaint — it's too SHORT. At six levels, the game just doesn't last that long. Each level is pretty challenging, and it took me a few days to get through them all, but that's it. A few days.

On the other hand, I absolutely loved every precious minute. Every level is completely unique enough to notice unless you really pay attention. Otherwise, it's got fog, plasma, water, incredible textures on everything, and some of the coolest explosions I've ever seen.

And, short game or no, the Warhawk takes a little time to get the hang of flying. As an aircraft, it's 'heavy,' so it turns wide and has a different rhythm from, say, the nimble P-51s in *Wing Arms* for Saturn. Once you understand just how much momentum the craft has, you begin to anticipate it, and it FEELS right — not sluggish, not hard to control, just responding the way a big, heavily-armored assault ship really should.

This is great stuff. I only wish there was more of it. **GP**



The missions (all, *ahem*, six of them) are all completely different, with all kinds of odd challenges, from the straight-up canyon assault to the tight-quarter INDOOR level, The Gauntlet — ever try flying down a hallway?



The levels are all tougher than they would need to be if there were more of them — enemy aircraft never stop coming, no matter how many you destroy.

10 GRAPHICS

- Can't think of one PlayStation graphic effect they missed.
- It's well done and totally rock solid.

8 MUSIC & SOUND FX

- The sound fills the room (surround-sound friendly, naturally).
- I think I've heard that mildly repetitive sound-track before.

10 INNOVATION

- I've never seen a console game that was quite like this...
- ...period. I'm sure there's going to be others, but this is IT!

10 GAMEPLAY

- It flies smooth, and it plays great.
- Intuitive controls, tons of cool weapons. WANT MORE!

8 REPLAY VALUE

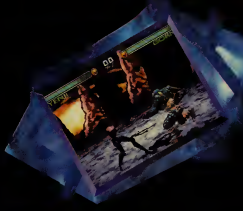
- Considering how great it is, sure, I'll play again.
- There's only six levels? Aoooorgh! Noooo!

There's no denying it's a great game though, and besides, everything blows up real good. I don't need much else, do you?

92%

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NYR

SUPER NES

GENRE / RPG
PLAYERS / 1
SIZE / 24 Mbit
SAVE FEATURE / save any time
PUBLISHER / Capcom
DEVELOPER / Capcom
AVAILABLE / now
PRICE / $69.99



In order to get *Jeff Lundrigan* to write this review, we had to find the sacred Mug o' Caffeine, the wondrous Pack o' Smokes, and the Really Comfy Chair.



Breath of Fire 2

The original *Breath of Fire* was developed by Capcom, but released here in the US by SquareSoft, however, Capcom is releasing the sequel itself. While the original was a decent game, the sequel ain't that great. It doesn't suck, but it's just not, well, great.

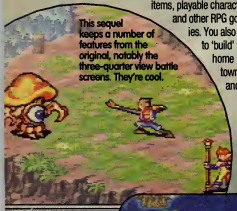
It looks good, the adventure is big enough, and there's plenty of the usual spells, items, playable characters, and other RPG goodies. You also get to 'build' your home town and populate it with stray homeless folks, and it's kind of fun rushing back home to see what kind of shop he or she opens or what other strange thing they might do.

However, it's also pretty slow, and *BOF2* has a habit of letting you know what to do next, then giving almost no clue how to do it. At times you just wander around aimlessly until you run across where you need to be. Also, there are too many subquests — you need to talk to someone, but they won't see you unless you have an item, so you have to find the guy who owns that, but this guy won't give it to you unless you bring him something else, which means finding another thing that lets you kill the critter who's holding THAT item, etc, etc, etc. Subquests are standard RPG fare, but these are stacked so deep you lose track of what you wanted in the first place.

Finally, a lot of it is just plain goofy. Whether this is the result of poor translating from Japanese or just bad writing, I don't know. I certainly don't remember the original causing me to groan out loud. Dragon God, we hardly knew ya. GP



Being able to build your own home town has a certain thrill as well, and it's fun to watch it grow. A lot of the game's 'hidden' secrets revolve around finding folks to live there.



This sequel keeps a number of features from the original, notably the three-quarter view battle screens. They're cool.



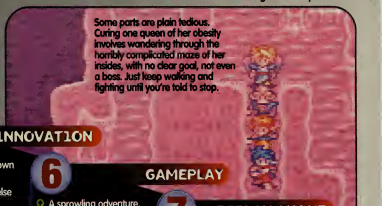
"Thanks to you, I wouldn't say I now have a great body----

The dialog and storyline could have used work as well. Sometimes you read things and just go, 'Huh?'

On the other hand, it's slow going. Finding the 'therapy pillow' so you can heal the Gandaroof, the world tree, involves about ten hours of mini-quests — it's easy to forget what you were doing in the first place.



Every character has his or her own special little thing they do. The 'highlander' Sten, for instance, can reach out and pull you across continental divides and other gaps.



Some parts are plain tedious. Curing one queen of her obesity involves wandering through the horribly complicated maze of her insides, with no clear goal, not even a boss. Just keep walking and fighting until you're told to stop.

GRAPHICS — 9

- Cool chorocter designs, with nice attention to details.
- Too much primary color, and it's kind of flat.

MUSIC & SOUND FX — 7

- The music fits the mood of the game.
- It's OK, but it's not very distinguished.

INNOVATION — 4

- Building your own town is new.
- Absolutely nothing else in this game is.

GAMEPLAY — 6

- A sprawling odventure, with lots of stuff to find.
- Slow, confusing, and more thon a little dumb.

REPLAY VALUE — 7

- It's big, with o lot of things to miss the first time.
- Too plodding for you to wont to play it again.

66%
GOOD

BUSTED

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SATURN

GENRE / pinball sim
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Time Warner
DEVELOPER / Kaze
AVAILABLE / now
PRICE / $59.95



This is probably the most enjoyable game of the four.



We decided *Chris Charla* was the obvious choice to review this title. After all, his favorite band is 'Flipper' and he's usually tilted!

3DO

GENRE / adventure
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / save any time
PUBLISHER / Interplay
DEVELOPER / infogrames
AVAILABLE / now
PRICE / $59.99



And here he is — Edward Carnby, the paranormal investigator, ready to take on the armies of the undead for revenge, fun, and profit.



Reviewing this game reminded *Jeff Lundrigan* of his childhood days when he was locked up in a dark closet, with some bread and a weird camera angle.

Last GLADIATORS



Here's that irritating display again!

Many people complain that videogame magazines never review pinball games. We do, but only the electronic versions — not those irritating, mechanical devices with broken flippers and cigarette burns. *Last Gladiators* is a conversion of a successful Japanese game, and if you want to play pinball at home you'll do much better with this than one of those toy pinball machines you can pick up at Valu-Mart.

The game features four different pinball games, each of which looks different and has different goals. The control is smooth and easy, and the action is extremely realistic — for all practical purposes, this *is* pinball. The only thing that detracts from the experience is that in order to simulate the LED display that appears on most modern flipper games, *Last Gladiators* puts an irritating display right on top of the action, which sometimes gets in the way of seeing where the ball is! Still, if you want realistic pinball action, *Last Gladiators* is an excellent addition to your library. **GP**

7 GRAPHICS
7 MUSIC & SOUND
8 INNOVATION
7 GAMEPLAY
8 REPLAY VALUE

VERY GOOD

74%



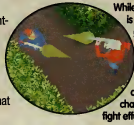
This pinball game is designed to appeal to girls, I think.



The ball action in *Last Gladiators* is totally realistic.

ALONE IN THE DARK 2

The original *Alone in the Dark* for 3DO was a mild disappointment — it was a great PC title, but the 3DO conversion was tough to control and didn't look that great. Now that we have the sequel, it's both a pleasure and another disappointment to report that half of those problems have been properly corrected.



While the action is fierce, the game's one big drawback is that it's too hard to control your character to fight effectively.

It looks fabulous. The graphics are extremely clear and easy to follow this time, and feature a lot more of the 'camera' angles that give the game its cinematic feel.

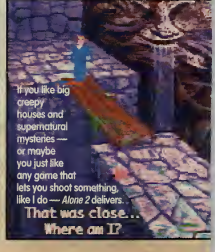
However, it still controls like crap. It's nearly impossible to draw a bead and fire on the shotgun-wielding zombies that populate the game, and there's all kinds of problems orienting yourself to some camera views. Sure, the views make the game look lovely, but it's tough to figure out exactly where you are sometimes.

Don't get me wrong, this ain't a bad game at all. In fact, it's exactly the kind of huge, creepy adventure I wish there were more of for home consoles. It's just a lot harder to work through than it could be. **GP**

9 GRAPHICS
8 MUSIC & SOUND
8 INNOVATION
8 GAMEPLAY
8 REPLAY VALUE

EXCELLENT

81%



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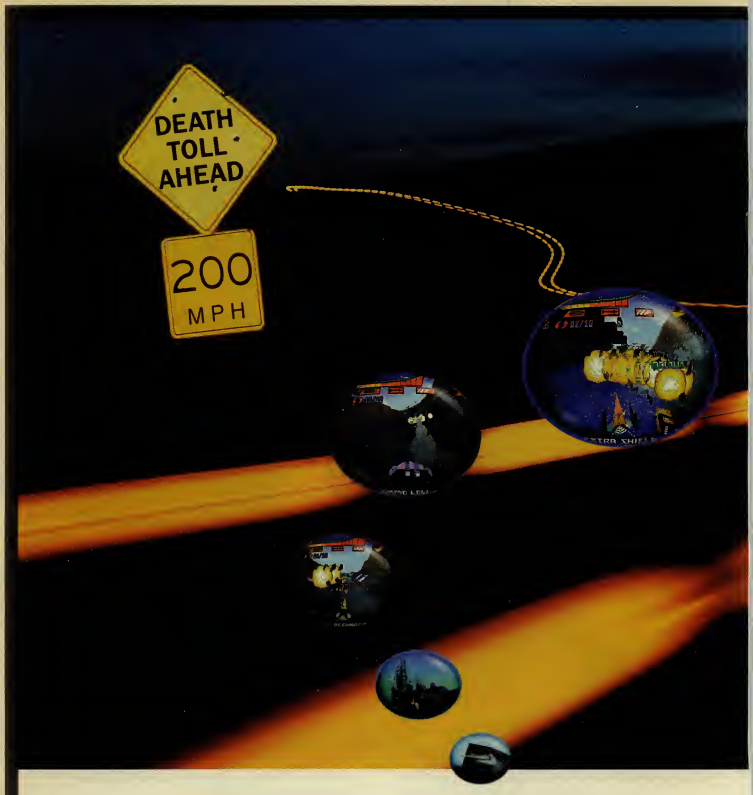
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"If your opponent doesn't kill you, the road will."

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and hit the road (9 to choose from).

But beware. It'll hit back.

HI OCTANE

THE TRACK FIGHTS BACK

PLAYSTATION
SEGA SATURN
P C - C D

http://www.ea.com/bullfrog.html (for more information)

Inc. Actual screens may vary

32X

GENRE / Shooter
PLAYERS / 1
SIZE / 16 Mbits
SAVE FEATURE / password
PUBLISHER / Sega
DEVELOPER / Ameeba
AVAILABLE / now
PRICE / $59.95



At the tender age of 22, his dad sat him down and told him all about the birds and the bees. *Mike Salmon* didn't understand a word of it, so we were hoping this game might help.



KOLIBRI

WINGED AND DANGEROUS

They could've drafted this guy for Desert Storm.

Just like every kid, I spent the days of my youth dreaming of a day when I could be a hummingbird. Not just any hummingbird, but a hummingbird with a nuclear-capable beak. And until now, it seemed a bit far-fetched. But Sega has answered at least one of my sick and twisted dreams with *Kolibri*.



In *Kolibri* you're a 'normal' hummingbird (not even a wisecracking, zany hummingbird with an attitude) and you fly around toasting insects with the guided missile on your beak. Without a doubt, this is one of the most absurd premises for a game. It's the birds and the bees in a heroic fight for pollen and survival. Your job is to clear out all the nasty bugs with one of the many power-ups, so you and your fellow birds can feed on the flowers. After the odd (and let's face it, stupid) premise wears off, *Kolibri* is just a side-scrolling shooter.



Feeding on the pollen gives the little bird a health bait, that makes life as a bird a little easier.

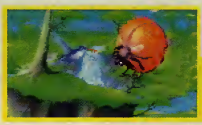


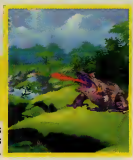
Whether it's machine guns, guided missiles, or destructive rings, this is a hummingbird equipped to survive natural selection with a vengeance.



Kolibri's hovering ability makes it a natural at dodging AAA fire.

The game controls well, is interesting for a bit, and is very easy on the eyes. Unfortunately, there isn't much here that couldn't have been done on a Genesis. After a few plays, it gets very monotonous. It's a game that younger players may enjoy, but the rest are likely to think that *Kolibri* is for the birds. **GP**





Enemies include all types of big, nasty bugs and frogs.

GRAPHICS 8

- Smooth animation and good color.
- Great looking Genesis game. Unfortunately, this is the 32X.

MUSIC & SOUND FX 6

- Bird sounds are good, for what it's worth.
- Music to watch birds by (that's a bad thing).

INNOVATION 7

- No one has ever made a game like this.
- Can't really think why they would.

GAMEPLAY 7

- After you get past the corny concept, this is a decent shooter.
- Like most shooters, it gets repetitive real fast.

REPLAY VALUE 6

- The stunning graphics are worth a second look.
- It's just a shooter, and not a very exceptional one.

63%
GOOD



TEEN T PLAYSTATION

action / GENRE
1 / PLAYERS
1 CD / SIZE
save after each level / SAVE FEATURE
Virgin / PUBLISHER
Black Ops / DEVELOPER
now / AVAILABLE
$59.99 / PRICE

AGILE WARRIOR



There are few things *Jeff Lundrigan* loves more than a good flight game, which is why he's sitting in the corner now, throwing a really big temper tantrum.

There are folks who love this, but I can't really see why. For starters, the title is misleading — the craft you fly is anything but 'agile,' it's sluggish as hell, and unlike *Warhawk*, for instance, here it's purely a matter of pace and poor control, not the flight dynamics of the craft. I know this is an action game, not a flight sim, but even if it didn't handle so poorly, the way it flies is just peculiar. Plus, even though you've got a wide range of special weapons, they're mostly useless, because you can destroy anything using just the gun.

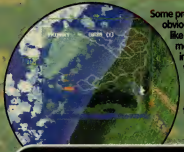


Like a lot of this first crop of 32-bit titles, there just aren't that many missions.

There are other big problems. Since there's no waypoint indicator to tell you where to go, you have to look at the mission map all the time, which, *get this*, floats right in the middle of the screen. You CAN see through it, but this only makes you feel like you're flying through a perpetual fog. Air-to-air missiles track some enemies, but not others and there are very few levels, all of which are either next to impossible to complete or a total cakewalk.

Compared to many other flight games — *Warhawk*, *Wing Arms*, even *Thunderstrike* for Sega CD, which is over three years old now — this comes up short in speed, gameplay, structure, and length. This is a shame, because in spite of this, it has some cool stuff. There's actual hills and valleys to fly through (although the draw-in is so bad you can't tell half the time), and above all, this has the most impressive explosions I think I've ever seen — hit a fuel depot and it makes a fireball the size of Vermont.

I stuck with this longer than I needed to, hoping there was more fun to be had somewhere, but there are too many annoyances, both big and small, to reward me for the effort. It DOES make me look forward to what Black Ops does next, though — with more 32-bit practice, hopefully they can make a game that's big, fast, and fun instead of short, slow, and very frustrating. **GP**



Some problems are obvious — if you like having a map hanging in front of your face most of the time, this is the game for you.



On the other hand, check out the mass destruction that's possible — yes-ha! ACTION! But wait! There's more! The pyrotechnics have strategic value. Enemies caught in the explosions, even the ones in the air, get blown up real good!



The biggest problem is that the game is very slow moving, and the difficulty is extreme — you can't tell that from a picture, but what the hey...



Agile Warrior looks OK, but just OK. While the landscape is impressive, the draw-in is terrible. Believe it or not, there's a hill and enemies coming up. See em? Nooooo...

GRAPHICS 7
- There's lots of attention to detail, and way, way cool explosions.
- Blocky texture maps, and miserable draw-in.

MUSIC & SOUND FX 7
- Great sound effects.
- Really boring, sub-Van Halen soundtrack.

INNOVATION 5
- A whole bunch of cool special weapons.
- The same stuff as other games, only not as good.

GAMEPLAY 5
- It's kinda fun to blow stuff up.
- Lousy control and slow, slow, slow.

REPLAY VALUE 4
- Some missions are pretty challenging.
- There's just a few levels, and no reason to want more.

50% AVERAGE

SATURN

GENRE / shooter
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Sega
DEVELOPER / Sega
AVAILABLE / now
PRICE / $79.99, with Stunner

TEEN T

GAME PLAYERS ULTIMATE





Ever since *Jeff Lundrigan* got his hands on a 'Stunner', he's taken to calling himself 'Sergeant Friday' and frisking the entire secretarial pool.

VIRTUA COP

Man, I love this game. I admit, when I first heard of *Virtua Cop*, I was a little dubious. I've always had a soft spot for light-gun shooters, and the trend in that kind of game was towards digitized realism, using either sprites, or video. Using polygon-modeled enemies seemed like a gimmick.

However, when I saw the results, I was more than happy to be shown the error of my ways.

The trouble with digitized stuff is that it's very limited — video only plays one way, and so you wind up running through the same sequence over and over. By using 3-D settings and characters, *Virtua Cop* not only keeps you moving, but lets the enemies you shoot react differently to being hit in the arm or leg, than getting shot in the chest or head.

It seems like a simple thing, but it makes a world of difference. Enemies don't just keel over, they fall off buildings, tumble down stairs, or go spinning through the air after catching one high on the shoulder. Not to mention little things, like the odd exploding barrel that causes mass destruction to the surrounding landscape.

If I have one complaint, it's that the game is short. There are three stages, and while each lasts a while, it's still possible to beat the game quickly. After that, you're given the option of playing in 'mirror mode,' in which everything is reversed left to right. This extends the replay value, but only by a slim margin.

For as long as it lasts though, it's a thrill a minute. The game pack comes with a 'Stunner', which explains the high price. For an extra thrill, pick up a second Stunner ($49.99 by itself) and bring a friend — or use a gun in each hand! **GP**



You can see the difference between this and any other shooter right away — polygons. It's more than a gimmick though, there's a good reason for it.



Although still pictures can't do this game ony justice, you've gotta love the woy enemies go spiraling away when you shoot 'em. They also fall off things, con have their weapons shot out of their hands (you get extra points for that), or crumple to the ground after getting kneecapped.





One cool thing is that all kinds of things in the 'background' can be shot as well, which sometimes reveals a hidden bonus item.



The pace is incredible, especially on the higher levels. Enemies dive in from the sides of the screen, and now and then, things just explode.



As you can probably guess, every stage has a boss, some of which are tougher than others.

GRAPHICS 10

- Excellent polygon chorocters, gorgeous textures.
- Smooth, flowing 'camera' keeps you in the middle of the action.

MUSIC & SOUND FX 10

- Retro-70's soundtrack sticks in your head.
- Explosive surround-sound — gotta love it.

INNOVATION 8

- Polygon chorocters make you feel like you're really there.
- Point and shoot play mechanics, like any other light gun game.

GAMEPLAY 10

- Yee-ha! Action! Love it, love it, love it!
- Great special weapons and lots of exploding stuff — really cool.

REPLAY VALUE 8

- I could play this every day — in fact, I have.
- Three levels, plus a mirror mode, isn't nearly enough to satisfy.

92%

ULTIMATE

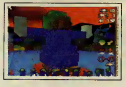
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PlayStation

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-*Electronic Gaming Monthly* (Editor's Choice Gold)

KIDS TO ADULTS

AGES 6+

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The knight's a pathological liar.
Rapunzel's schizophrenic.
And Cheech is blazing again.

Forget the sword. Bring a psychiatrist.







Flicker—The inventor/hero in this demented and deranged adventure. Smart. Enthusiastic. Resourceful. Think MacGyver in tights.



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Trivet—The smarmy court jester. You know the type. Bitter, rude, cynical, ignored. Classic middle-child syndrome. Marsha Marsha Marsha!



Sir George (Chuck)—Refined to in English Lit. as The Protagonist. Greedy SOB. Steer clear. Unless, of course, you're driving a Mack truck.

BLAZING DRAGONS™

The pursuit of the crown in the King's Tournament will have you seeing stars all right. Blazing Dragons™—a warped medieval adventure boasting a freakish mix of voice-over talents like Cheech Marin, Harry Shearer and Jessica Hahn—spills from the twisted mind of Monty Python Troupe member Terry Jones. And between the wicked, kitty-hurling villains and brain-liquifying puzzles, your grip on reality (not to mention self-respect) will be seriously tested.

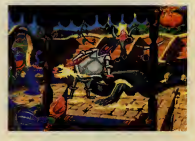
Available on Sega Saturn™ and the PlayStation™ game console.



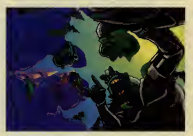
As the evil dragon-morphing Sir George, Cheech Marin shows us there's indeed a cuddly, funny side to vicious, criminally insane behavior.



Bizarre cast of over 40 characters. From syrupy-sweet critters to redneck hillbilly hunters. Like a twisted Brady/Manson family reunion.



Highway *Bingo* & Rude *Clue* can't hold a candle to the awesome challenge posed by this adventure's tricky puzzles & brain-teasers.



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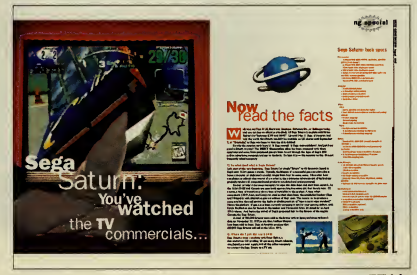




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5FZ11



SATURN

racing / GENRE
1 or 2 / PLAYERS
1 CD / SIZE
none / SAVE FEATURE
Sega / PUBLISHER
SEGA AM2 / DEVELOPER
now / AVAILABLE
$55-65 / PRICE

GAME PLAYERS ULTIMATE

SEGA RALLY



Although he won't publicly admit it, *Mike Salmon* is the *GAME PLAYERS* expert on skid marks. We're talking in his shorts here, not on the road!!!

The first AM2 driving game to be converted to the Saturn was *Daytona USA*, and while it played just as great as the arcade, the background draw-in was horrendous and had many wondering if the Saturn had the power to handle the impressive racing games. What *Sega Rally* does is prove that the Saturn can handle the games, and handle them well.

Gone is the draw-in of *Daytona*, but the great gameplay, power slides, and speed are still there. *Sega Rally* is nearly arcade-perfect, with the same four tracks, same cars, and nearly the same graphical quality. As in the arcade, you race on three tracks trying to get closer to first on each track. Ideally you need to get 10th on the first track, 5th on the second track, and then a first on the third track. If you manage that (and it isn't easy, by any means), you then get to race on a fourth track.



The two-player, split-screen race is the saving grace of *Sega Rally*. Bumping around a buddy in a 4X4 is guaranteed fun.

Sega Rally is the first racing game to split a single competition among three succeeding tracks. While the challenge is high, in the end it means there is really only one race to win in the one-player mode. However, *Sega Rally* makes up for that with one of the best split-screen, two-player racing games ever. The speed and graphics are maintained and if your TV is over 20 inches, the screen is plenty big enough to see where you're going. There are also options to set handicaps (an option any real man wouldn't consider) for the two-player race.



All four tracks have their own personality, and each one is equipped with at least one wicked turn like these.

Sega Rally is another quality Saturn arcade title. With this, *VF2*, *Virtua Cop*, and *Wing Arms*, the Saturn is finally starting to put out titles that match and even surpass PlayStation games in some cases. Give a cheer, Saturn owners, your patience is paying off. **GP**



GRAPHICS 10

- Gone is the draw-in of *Daytona*, only sweet polygon roads remain.
- Great clouds, sharp cars, and thick walls

MUSIC & SOUND FX 9

- The copilot's directions are vital and 8-bit comp.
- The music isn't mind-blowing, but it certainly doesn't get in the way.

INNOVATION 9

- First racing game to break a race into three separate tracks.
- The control over different surfaces is new and impressive.

GAMEPLAY 10

- Great control once you get used to it.
- Fast, furious, and completely controllable.

REPLAY VALUE 8

- Two-player mode is perfect and greatly enhances the replay of this game.
- The one-player game is too short without a season or tournament mode.

92% ULTIMATE

SATURN

GENRE / RPG
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / Ram. or back-up cartridge
PUBLISHER / Sega
DEVELOPER / Sega
AVAILABLE / now
PRICE / $59



MYSTARIA



Set in a world where even the women carry big iron weapons, *Patrick Baggatta* felt a little uneasy and yet, strangely excited, about reviewing *Mystaria*.

Representing the first, true RPG released in the US for the Saturn, *Mystaria* makes the 32-bit jump with a sense of consummate ease and easy confidence. While it's true that beyond the spectacular graphics and 3-D playing field, there's not too much here outside of the traditional RPG formula, it's the elements of gameplay, with which RPG fans are already happy, that have been left mostly intact. Making its debut several months ago in Japan to rave reviews and massive sales, *Mystaria* (known as *Riglord Saga* in Japan) is very likely to have the same effect on the always RPG-hungry US market.

Set in the once-peaceful Kingdom of Mystaria, this battle-heavy adventure gets going in a hurry with a core-party of five warriors bent on setting things straight in the land which they call home. Facing the powerful Lord Bane and his many henchmen is a constant concern for your party. You spend most of your time locked in battle with the evil forces. In between the frequent battling, you will uncover the ever-deepening story of your party's homeland and how it came to be under the control of the evil Lord Bane.

Mystaria's control interface is clean and unobtrusive and will be easily mastered by RPG fans. There are also some nice 32-bit touches in the many perspectives offered, including a first-person view which can be used to get a closer look at the true 3-D environment. Another nice effect of the 3-D graphics is in increased character association. Seeing your heroes and foes in full 3-D is a great step in making the characters seem more life-like. While the 32-bit enhancements shown-off in *Mystaria* may not be enough to knock you to the floor, there is no doubt that this game is an encouraging sign of things to come. **GP**



The deeply developed characters have a new-found sense of realism on the 32-bit Saturn.

THE NEXT LEVEL

As in all established 16-bit genres, RPGs are due a significant upgrade in the world of 32-bit gaming. Mystaria is the first to capitalize on the potential.



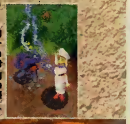
With three different perspectives, it's easy to get an overall feel for the action of the game.



With gorgeous 3-D landscapes in place of the often flat and lifeless environments of the past, *Mystaria* gives a whole new sense of 'being there'.



The first-person view is still somewhat limited in availability, but it can be used to get a 360-degree look at your surroundings.



Developing your battle-skills is an absolute must in playing *Mystaria* with any level of success.



The game's interface works well enough to barely be noticed.

10 GRAPHICS

- The 3-D characters and landscapes are totally awesome.
- There is a bold sense of graphical style.

7 MUSIC & SOUND FX

- The music is rich and very appropriate.
- There is too much repetition in the tunes.

7 INNOVATION

- The different perspectives are impressive and useful.
- It's a whole lot like RPGs of the past.

8 GAMEPLAY

- The interface and controls are seamless.
- Too much time is spent in battle.

8 REPLAY VALUE

- There are many hours of gameplay here.
- Developing battle skills will take continued practice.

81% EXCELLENT



Taking out specific targets to help complete each mission is only part of your responsibility in *Battlemorph*.

JAGUAR CD

action / GENRE
1 / PLAYERS
1 CD / SIZE
none / SAVE FEATURE
Atari / PUBLISHER
Atari / DEVELOPER
now / AVAILABLE
$55-65 / PRICE

After months of constant morphing from magazine editor to useless lump of clay every time there was work to do, we decided this would be an appropriate title for *Patrick Baggatta.*



BATTLEMORPH

As the long-awaited follow-up to *Cybermorph*, *Battlemorph* shows exactly how far the Jaguar has come with the benefit of time and the addition of the CD drive. This 3-D action/flying game not only shows-off some graphic power, but it also sets new standards for depth-of-play and innovative design.



Showing off some of the Jaguar's new graphical prowess, the rendered sequences between each level really set the mood of the game.

Battlemorph sends you out into the heart of the most troubled of troubled areas with a varied list of mission objectives.

Controlling your futuristic aircraft is a little tough at first, but after just a few minutes, you'll be handling it like an old pro. What makes this game so good, however, is not the controls so much as the innovative environments and the ability to fly in any direction and travel around under water. There is a slight problem with the above-ground geography drawing-in late, making it a little tough to navigate. In the end, *Battlemorph* is quite simply a great action game and a must-have for all Jaguar owners. **GP**

The underwater aspects of the game add a real sense of variety and mystery to the action.

8 GRAPHICS
8 MUSIC & SOUND
9 INNOVATION
9 GAMEPLAY
8 REPLAY VALUE

ULTIMATE **85%**



With each world representing a whole new environment, this game has a lot to offer by way of variety.

SATURN

racing / GENRE
1 or 2 / PLAYERS
1 CD / SIZE
none / SAVE FEATURE
Atlus / PUBLISHER
Cave / DEVELOPER
now / AVAILABLE
$55-65 / PRICE

He sold his soul to the devil to get a Ferrari, but since *Mike Salmon* had already done that before, he had to throw in Patrick's just to get a Pinto.



HIGH VELOCITY



Winding around a mountain in *High Velocity* is one of its best elements.

Surprise, surprise! *High Velocity* came out of nowhere to be a fantastic game. The mountainside tracks are some of the best any racing game has and there isn't any draw-in at all. Racing up and down the hills in any one of 6 cars is a total blast. The two-player mode is smooth and well thought out. When the two players are on the same screen, the split-screen (which you have a choice of either horizontal or vertical) turns into a single screen.

The speed is good, the control is good, the sound effects are good, the replay is great, and the game is good. However, *High Velocity* could've been a great game if they would've included options to race against more than one car. When racing one car, there are very few moments that you pass or get passed, and that is one of the best things in racing games. Still, a big surprise and a heck of a lot of fun. **GP**



Split-screen, two-player game adds needed longevity to this game.

8 GRAPHICS
8 MUSIC & SOUND
9 INNOVATION
8 GAMEPLAY
9 REPLAY VALUE

ULTIMATE **84%**



Check out the replay feature. Watch the entire race from the any one of seven different angles.

3DO

GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / save any time
PUBLISHER / Studio 3DO
DEVELOPER / Studio 3DO
AVAILABLE / now
PRICE / $59.99



If there was ever a title that describes *Jeff Lundrigan*'s approach to life, this is it. This, and 'The Lost Weekend'.

KILLING TIME

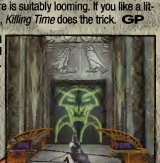
Although I have to admit not being that excited about yet another *Doom*-style game, *Killing Time* turned out to be a pleasant surprise. Sure, it's a first person shooter, and three-quarters of the game is straight action, but there's also a mystery to solve under it all, some pretty hard-core puzzles to solve, and enough humor to keep it moving.



Most of the game is a *Doom*-style shooter, using digitized characters.

I've heard this described as a cross between *Doom* and *7th Guest*, and that about says it. The idea is that you're trapped in a mansion, the site of a bizarre party during the '20's, where everyone disappeared. It all revolves around a mysterious ancient Egyptian water clock with the power to stop time, and maybe make its owner immortal.

Enemies range from zombie chefs to fire-breathing demons and ducks, and while this isn't the smoothest moving *Doom*-style game I've ever seen, it zips along just fine. The puzzles are a real challenge, and the atmosphere is suitably looming. If you like a little brain work mixed in with your action, *Killing Time* does the trick. **GP**



The rest is a series of puzzles which build towards solving a mystery. Brains as well as brawn, and that's a welcome change.

8	GRAPHICS
8	MUSIC & SOUND
8	INNOVATION
8	GAMEPLAY
9	REPLAY VALUE

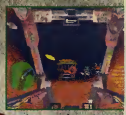
INTELIVISION **83%**



And yeah, the ghosts you find are all see-through FMV. Still, here it's pretty well used, and sometimes it's kinda creepy.

SATURN

GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Sega
DEVELOPER / Sega
AVAILABLE / now
PRICE / $59.99

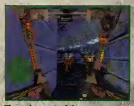


As you make your way through the levels, you have to face a multitude of different enemies in all shapes and sizes.



Stuck deep in the trenches of the Ghen War, *Patrick Baggatta* was heard to cry out: 'I can't believe we don't even get cable around here.'

GHEN WAR



Though most of the game takes place outside, there are some maze-like indoor levels.

Set in a bleak, futuristic warzone, *Ghen War* could be considered the next step in *Doom*-style shooters. Taking the action outside into a totally 3-D environment, while still maintaining a first-person view, gives us claustrophobics a reason to live again. Perhaps the most exciting aspect of the game is that the objectives change quite drastically from one level to the next as opposed to other comparable games where your mission is always simply to destroy everything. In *Ghen War*, you are just as likely to be on a searching and gathering mission as you are to be annihilating alien races. Another big bonus in this game is the action-responsive soundtrack, which adds greatly to the overall feel of the game.

Though there are quite a few varied mission objectives, the action does tend to get a little stale after extended exposure. However, if you love first-person combat, *Ghen War* is a fine example of what can be done within the genre. **GP**

With a vast array of weapons at your disposal, there is very little that can't taken care of, one way or another.

7	GRAPHICS
5	MUSIC & SOUND
1	INNOVATION
9	GAMEPLAY
9	REPLAY VALUE

INTELIVISION **81%**



The variety of outdoor landscapes really helps to spice-up the somewhat familiar gameplay.


Flamin' Yawn trashed my house.
Psycrow stole my lady.
I've got a backpack full of snott.
This ain't gonna be no picnic.
EARTHWORM JIM 2
http://www.playmatestoys.com
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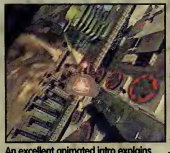
action-strategy / GENRE
1 / PLAYERS
1 CD / SIZE
memory card / SAVE FEATURE
Data East / PUBLISHER
Millennium Interactive / DEVELOPER
now / AVAILABLE
$55-65 / PRICE



You find your way around the station and its surrounding defenses using this monorail map.

When we tried to draft *Chris Charla* to write this review, he first tried protesting and then he ran off to Canada as a conscientious objector.





An excellent animated intro explains the back story.

Sometime in the far future, peace has settled on the galaxy. The great corporate-states prepare to dramatically scale back their military spending, a plan that not everyone approves of. Against this background you play a military man sent to automate the defense systems of an unmanned mining colony, MRP-6F, run by the Tyron corporation. But something's gone wrong, and you're soon called on to defend the colony against unknown aggressors, even as you seek to solve the mystery of the Tyron Corp's interest in MRP-6F.

The game has a first-person perspective, and features a lot of wandering around, exploring and puzzle solving. Eventually, the station is invaded and then you'll have to fight — but be careful not to shoot too much, or you use up all the oxygen in the room. Overall, this has less action than *Doom* or *Space Hulk*, but more exploration and strategy as well as a better storyline. If you're not expecting a shoot-fest, you'll be satisfied, especially if you like your games with a plot. **GP**

8 GRAPHICS
10 MUSIC & SOUND
8 INNOVATION
8 GAMEPLAY
8 REPLAY VALUE

NET ECSTACY 82%



Expect to do a lot of exploring...



The first place you need to be is the control room, shown here.

TOY STORY

GENESIS

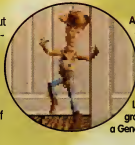
action / GENRE
1 / PLAYERS
16 Mbits / SIZE
none / SAVE FEATURE
Disney Interactive / PUBLISHER
Traveler's Tales / DEVELOPER
now / AVAILABLE
$50-60 / PRICE



He used to get on his knees and push around his Tonka truck, but now *Mike Salmon*'s toys are bigger (and most of them are inflatable... yikes!).



This game may be geared to a younger audience, but it's hard to ignore its technological achievements. *Toy Story*, with its rendered 3-D look, rather amazingly runs on a Genesis. It's the *Donkey Kong Country* of the Genesis, showing that the machine is still capable of making advancements. The side-scrolling game is based on the Disney movie of the same name, with an occasional scaling section, and even a *Doom*-type level. The game follows a great storyline and has all kinds of original gameplay. Levels like coordinating the army men to help you return the baby monitor is just one example of some original gameplay that make *Toy Story* one of the better Genesis games of the year.



Any time you can make the hero do a jig the game has got to be fun. Look at the graphics on a Genesis!

Toy Story looks and plays better than *Clockwork Knight* for the Satum and it's only on a Genesis. Well done, Disney. **GP**

9 GRAPHICS
8 MUSIC & SOUND
10 INNOVATION
9 GAMEPLAY
8 REPLAY VALUE

NET ECSTACY 87%



Amazing graphics make all of the toys come to life — even Skateboard Guy looks awesome.



Even a *Doom*-type level. Each level in *Toy Story* is different and makes you want to see the next.

GAME PLAYERS

SEGA • NINTENDO • SONY • 3DO • ATARI • ARCADES

SUB

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SONY.
NINTENDO.
ATARI.
3DO.
ARCADE.

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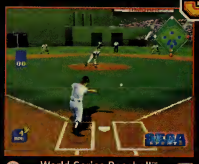
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GP SPORTS



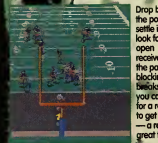
Where are the Saturn sports games? I've got a growing pile of sports titles, but since *World Series Baseball* and the disappointing *NHL All-Star Hockey*, there isn't any sign of Saturn sports games. Come on Sega, don't forget what made the Genesis such a great system. Meanwhile, the PlayStation has great sports games coming in every month. Just check out the reviews of *NFL Gameday*, *Goal Storm*, and *FIFA Soccer*, then check the previews of *Total NBA '96*, *NBA In The Zone*, *NHL Face Off*, and *NFL Full Contact*. Tons of games and plenty of quality. Way to go, Sony!

Next month, I'll put the 32-bit football games head-to-head, so you'll know which one is worth your dollars. We should also be getting more info on the upcoming hoops games. Until then, make sure and check out Michael Jordan on the court. He's back and man, is he amazing!

Mike

QUARTERBACK CLUB '96

System: Genesis/Super NES • Publisher: Acclaim
Developer: Iguana • now available • $55–65



Drop back in the pocket, settle in and look for an open receiver. Until the pass blocking breaks down, you can wait for a receiver to get open — a really great feature.



The Genesis version isn't the prettiest football game, but *QBC '96* does incorporate some nice gameplay.



The Super NES version isn't much prettier, but it's pretty similar in gameplay.

As 16-bit football games go, you could do much worse than the much-improved *Quarterback Club '96*. The biggest improvement from the '95 version is the inclusion of the players license. Now *QBC* has all the real players, which is vital for any NFL football game.

The game is basically an average football game, but it does have at least one feature that should be in all football games. When the quarterback drops back to pass he doesn't have to keep running backwards. He can actually settle in the pocket until a receiver is open. That, plus a good-sized playbook and a pretty tough computer opponent, makes *QBC*'a game worthy of a look.

Unfortunately, the players are real small and the graphics are pretty bland. Not quite on par with *Madden* or *Primetime*, *QBC* is still a good solid football title that some may like better. Definitely worthy of a look.

7	GRAPHICS
8	MUSIC & SOUND
7	INNOVATION
8	GAMEPLAY
8	REPLAY VALUE

78%
VERY GOOD

ON DECK

MADDEN '96

EA For PlayStation



Big, bulky players are what *Madden*'s makers are counting on to topple *NFL Gameday*.

Development on this much anticipated 32-bit grid-iron game is still lagging, so we only have a real early alpha to report on. The players are bigger and sharper than in any other game out there, but as of yet the gameplay is lagging behind. Hopefully, when this one gets finished, it'll have the speed of the 16-bit *Madden* with the 32-bit graphics. Next month, we'll put *Madden* head-to-head with *Gameday* and *Full Contact* to see which game is worthy of your dough.

ON DECK

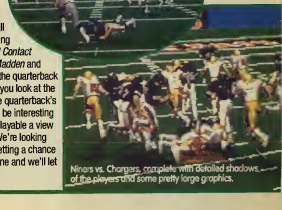
NFL FULL CONTACT

Konami For PlayStation and Saturn

We got a videotape with some gameplay in it from Konami, and it looks like *Full Contact* could be a contender in the 32-bit football wars. The thing that sets *Full Contact* apart from *Madden* and *Gameday* is the quarterback view, where you look at the field from the quarterback's eyes. Should be interesting to see how playable a view like that is. We're looking forward to getting a chance to play this one and we'll let you know.



Some different views put you right on the field for classic match-ups, like Falcons vs. the Redskins.



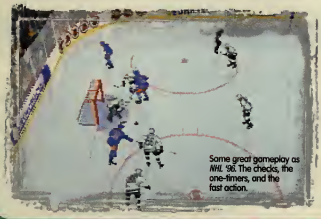
Niners vs. Chargers, complete with detailed shadows of the players and some pretty large graphics.

ON DECK

NHL Face Off

Sony Interactive For PlayStation

These guys are on fire making sports games. First *NFL Gameday* and now *NHL Face Off*. I just got a previewable version in and so far this game is awesome. All the speed and gameplay of *NHL '96* and some gorgeous graphics make this a serious contender for the best hockey game. Watch out EA, these guys at Sony Interactive are making some of the best sports games out there.



Some great gameplay as *NHL '96*. The checks, the one-timers, and the fast action.





The diagonal view is the most playable, while the on-the-ice view is the best novelty.



Goal Storm

System: PlayStation • Publisher: Konami • Developer: Konami now available • $55–65



Fast action and smooth motion capture make *Goal Storm* a real treat to play.

The first game to come from the Konami XXL sportsline is *Goal Storm* and if it's any indication, we can expect some great arcade sports titles to come down the line. The game features some of the smoothest motion and biggest players ever in a sports game. The detail in the uniforms is amazing. The game plays real fast and scores tend to be a tad high, but as a two-player game, there aren't many soccer games that are as fun as this one.

The control response is a little slow and that can be frustrating at times. The players have no eyes, but other than that, there just isn't much to complain about. *Goal Storm* isn't the same kind of sim experience as *FIFA '96*, but the game is a load of fun and it looks incredible. Overall, *Goal Storm* is an extremely enjoyable game that is worth owning.



Hey! They have no eyes! A little disappointing, but not a real big deal.



Sliding tackles and headers — this must be that funny kind of football.

9	GRAPHICS
8	MUSIC & SOUND
8	INNOVATION
9	GAMEPLAY
8	REPLAY VALUE

89%

EXCELLENT

FIFA '96

System: PlayStation • Publisher: EA Developer: High Score
now available • $55-65

Over a year ago, *FIFA* for the 3DO came out and shocked the world with its incredible graphics and realism. It was the tip of the 32-bit iceberg that had the whole industry talking. Now, *FIFA* PlayStation is here and the expectations are high. Fortunately, *FIFA* lives up to the expectations and, in some ways, totally surpasses them.

The graphics are awesome, although they aren't much of an improvement from the 3DO version.



Even the player's numbers and uniforms are accurately represented.







GRAPHICS	9
MUSIC & SOUND	10
INNOVATION	7
GAMEPLAY	9
REPLAY VALUE	10
ULTIMATE	93%

But where *FIFA '96* really makes its mark is in the gameplay. Every league and team in the world is present with real players and ratings. This means you can take Manchester United through the rigors of a season in the English Premier League, or take the U.S. team through a World Cup (good luck beating Brazil). This is the first time real players have ever been used in a soccer game. Once you take these real teams on the pitch, it's time for some fast-paced and completely realistic soccer. The passing, tackling, and use of speed burst are done to perfection. Each team's uniforms are exactly like their real uniforms, complete with numbers. There's even an announcer that calls the action without the usual delay.

FIFA '96 is the best *FIFA* yet, and that means it's the best anywhere. While some may prefer scores like 9-8, there is plenty of action in the 2-1 games of *FIFA*. A must-have for any soccer fan and a great game for anybody.

Every player, on every team, in every league the world over — that's detail.

Working the ball down the pitch for a score isn't easy, but it's mightly satisfying and a pretty thing to see.

NBA In The Zone '96

Konami For PlayStation



Reading the names on the backs of jerseys is the kind of touch you could never get on a 16-bit machine.

This game looks absolutely incredible and it moves fast. Unfortunately, the play is real high-scoring, high-flying, and all dunking in the early version we have. If they put some sim elements in the final version, this game could be incredible. Even if they don't, this one just looks so amazing, it gives us hope for the future of hoops games.



ON DECK





Mugsy in for the jam... wait, he can't dunk. In *NBA In The Zone*, everybody dunks. Hopefully, this will be fixed before the final release.

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NFL GAMEDAY

GAME PLAYERS ULTIMATE

System: PlayStation • Publisher: Sony Interactive
Developer: Sony Interactive • now available • $55-65

Not since the first *Madden* game for the Genesis worked its way into my grubby little hands have I played a football game that felt so new and so good.

NFL Gameday has all the essentials: all the players, teams, stadiums, season play, stats, injuries, and trades. It also features four different views: the standard behind-the-quarterback view, a 3/4 perspective, a vertical view, and a close-up behind-the-quarterback view. Each one of these views is playable, although most are going to choose the standard view for its familiarity and ease of play.



The graphics in *Gameday* are what you'd expect from a 32-bit football game. The players are well-animated, with relatively detailed uniforms, and a perfectly-done field and stadium. The grass even gets muddied in the middle of the field when it rains — if you're not playing on astroturf. The sounds of crunching tackles, chanting crowds, and whistles are all CD quality. Sit far enough back from the TV and you'll swear you're really watching a football game.

Ok, it looks great and has all the features, but so have several other football games that didn't make the grade. The key to a great football game is plain and simple — how does it play? *Gameday* plays faster than any football game out there, no waiting for loading or players to run all the way down the field. After each change of possession, the screen turns quickly to black then comes back at the line of scrimmage ready for play. *Gameday* also gives you more control over each individual player than any game ever has. When you're running the ball, you can make the player dive, spin, hurdle, speed burst, juke left, juke right, stiff arm left, and stiff arm right. And on defense you can switch players, dive, jump, forearm bash right or left, and swim right or left. You can really swarm in on any play!

The offensive and defensive plays were all updated by Chiefs quarterback Steve Bono. The playbooks are big enough to keep this game fresh. The way the computer AI plays defense is also very impressive. For example, if you drop back to pass and run a flood play to the right side, the Free Safety makes a read and chooses a receiver to cover. Once you see what he does, you have to pick the receiver he doesn't pick up. It's tough, but so is the NFL. The running game is done well with holes opening up and then closing up as linebackers and safeties pursue. Overall, it's just the kind of experience any football fan must have.

Despite all these ground-breaking features, there are still flaws. The most notable flaw is the passing game. The two ways to break up a pass when on defense is to hit the receiver as soon as he catches the ball or to tip the ball as it comes down. The problem is that once the ball is tipped or jarred loose, it bounces in the air off of several players and is often picked off. This happens all of the time in *Gameday* and once a week in the NFL. Still, once you get used to that as being the norm, it is acceptable. *NFL Gameday* isn't the perfect football game, but it is the best football game I have ever played, so far at least. Next month we'll get to see a finished version of *Madden '96* for the PlayStation and we'll put them head-to-head to see which one wins the Lombardi trophy.



Young drops back in the pocket, reads the strong safety then zips it to Rice for the TD. Mon, this game is awesome!



The different views let you see the action from any angle you want, although you'll end up using the standard view.



Juke the defenders out of their jockstraps with the new juke buttons! This game gives you total control.



Hard hits never felt as good as they do in *Gameday*.

10 GRAPHICS
10 MUSIC & SOUND
10 INNOVATION
9 GAMEPLAY
9 REPLAY VALUE

92% ULTIMATE

Total NBA '96

Sony Interactive For PlayStation



Rockets vs. Magic in *Total NBA '96* for the PlayStation. This one won't slam home until March or so.



The movement looks pretty good and the shiny floor is a nice touch.

ON DECK

Yet another hoops game in the works. If Sony Interactive's success with Hockey and Football points to anything, it's that this is going to be a hot basketball game. These screens are of a real early version, so some changes are going to be made, but these look good enough to play.



Quarterback Attack



System: PlayStation
Publisher: Digital Pictures
Developer: Digital Pictures
now available • $55–65

Now, *Quarterback Attack* isn't going to replace your *Madden* or *NFL Gameday*, because it's a different kind of football game. It's a quarterback simulator that, through the use of video, allows you to be the ultimate armchair quarterback. And surprisingly, it's quite fun for what it is.

You call the plays, then drop back in the pocket and look for open receivers. Then you have to lead them with the pass. After you pass the ball, you watch the video to see if you succeeded or failed. There's quite a variance in the video, which keeps the game fresh for a while. However, as in all games relying on FMV, the replay value tends to wear out once you've seen all the video.

Quarterback Attack is a much better game than we expected and one that armchair quarterbacks will get a real kick out of, plus it brings back the famed helmet cam and that's good.





You call the play, go back in the pocket, lead your receiver and watch the results. It's one of the best FMV-based games ever, and some pretty good fun.



7	GRAPHICS
8	MUSIC & SOUND
8	INNOVATION
8	GAMEPLAY
6	REPLAY VALUE

77%
VERY GOOD





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Arcades

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SeGa's Titan Hits Arcades

Hey, *Funky Head Boxers* and *Virtua Fighter Remix* are the first games to appear on Sega's new Titan system at the arcades. The Titan system isn't a technological wonder by any means, since it is much less powerful than the Model 1 or Model 2 boards. The selling point of the Titan system is its price to arcade dealers. Since it sells for considerably less than the high-end Sega arcade units, it allows the corner stores and bowling alleys of the world to have Sega arcade games in their stores. The Titan system is basically a Saturn board, which means any game on the Titan should be an exact replica on the home system. Cool!





Game Players AMOA Awards

Top Ten Show Stoppers
The best the show had to offer.

1. Soul Edge (Namco)
2. Time Crisis (Namco)
3. Indy 500 (Sega)
4. Alpine Racer (Namco)
5. Tekken 2 (Namco)
6. Virtua Cop 2 (Sega)
7. Fighting Vipers (Sega)
8. Marvel Super Heroes (Capcom)
9. The girls at the Konami booth (Ooh-La-La)
10. Area 51 (Time Warner)

The Line

With all of the games on display at the AMOA show, it is impossible to show all of them in one month. So, this month we return with another batch of coin-op games coming to your arcade soon. Capcom's still working on *Street Fighter 3*, and they promise it will be like no other *Street Fighter* before it. *Toshinden 2* is still getting much press in Japan, but no announcement on who is bringing the arcade game to the states has been made yet. *Virtua Fighter 2.1* is out in Japan and the only real difference is that now Dural is a playable character. This version is not going to make the U.S., but something very similar should be available for the home version. *Soul Edge* and *Time Crisis* from Namco are going on test real soon, so next month we'll have a full report on how these two amazing games are coming along. Until next month, remember that Canadian quarters work in arcade machines too, which makes playing arcade games even less expensive!

Funky Head Boxers

Sega For Arcades

Perhaps the best feature of *Funky Head Boxers* is its use of video to convey expressions that just can't be done as well without video. Unfortunately, to incorporate this video they had to make all the heads square, which is why we have *Funky Head Boxers*. What the square heads allowed is the pasting of video over a texture without distortion. If they had tried to wrap video around an oval head, the video would skew to make the face look out of whack. If developers can figure out how to fix this problem, then video could actually be useful in a game.

The first few times you play *FHB* you can't help but laugh at the crazy expressions and far-fetched fighting, but the long term play value is decreased by the lack of moves and relatively easy computer opponent. Still, *FHB* is worth checking out just to see a couple games of square-head madness.





The video on the face, along with some crazy expressions, make *Funky Head Boxers* one funky-looking game.

Indy 500

Sega For Arcades





The 'in-the-car' view or 'behind-the-car' view both capture the race at incredible speeds and graphical clarity.

The eight-linked *Indy 500* machines drew plenty of attention at the Sega booth. Running on the same engine as *Daytona USA*, *Indy 500* is even faster. Two of the three tracks included are twisting and turning in the mold of the *Daytona* tracks, but the first oval track is a real bore. The power slide isn't as prevalent in *Indy 500* as it was in *Daytona*, but the massive car pile-ups and flipping crashes are awesome.

The 'Brickyard' track gives the racer a chance to get used to how the car handles before heading onto the much tougher tracks. The Highland Raceway presents a zig-zag trip through a mountainside, complete with tight turns. Finally, The Bay Side Street track provides the most intense and challenging racing in the game.

The pure speed of *Indy 500* is amazing, so don't plan on blinking while playing this one. Some of the personality of *Daytona* is missing in the one-player game, but the pure speed and playability of 8-linked *Indy 500* machines make it a game you'll definitely want to test drive.



Put eight of these together and you're in for some serious racing.

Marvel Super Heroes

Capcom For Arcades

Capcom churns out another sprite-based 2-D brawler, but this time with the *Marvel Super Heroes* characters. And despite how tired the *Street Fighter* engine is becoming, *Marvel* is still a very playable game and a whole lot of fun. The moves are as outrageous as ever, and the characters are humongous. Fighting as The Hulk, Captain America, Wolverine, Juggernaut, Spider-man, Psylocke, Shuma Gorath, Blackheart, Ironman, or Magneto, you are armed with several special moves and some good fun.

Comic book fans are in for a real treat, getting a chance to fight Spidey against the monstrous Juggernaut. It's the same game as X-Men, Darkstalkers, Street Fighter, et al, but all of these games are good solid fighters, just not anything new.





Look familiar? Just like the other games, *Marvel Super Heroes* packs in a ton of action.

NHL Open Ice

Williams For Arcades

The best way to describe this four-player check-fest is *NBA Jam* on ice. Just like in *NBA Jam*, 1 to 4 players can partake in the unrealistic action. Real players and teams are used, the nets catch fire, and the checks are crushing. *NHL Open Ice* isn't a breakthrough game or a very good hockey sim, but with four players going at it there's definite fun to be had.

What *NHL Open Ice* lacks in originality it more than makes up for in gameplay. The passing is crisp and the players are easily controlled, which makes *NHL Open Ice* an easy game to get into and a hard one to stop playing. Fans of *NBA Jam* and hockey nuts are sure to get plenty of play out of this one.



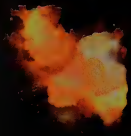
The players are wearing skates instead of sneakers and we're sure you'll find the usual Williams hidden players. Unreal, but good fun.



Here's the new A-110 "Barracuda" Fighter. Fast. Powerful. And heavily armed. Another tactical advantage in the war for the worlds.



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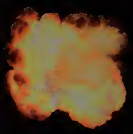
The new "Big Ben" Gun Turret is a perfect defender. Its deadly firepower, ultra-heavy shielding, and 360° rotation will blow your mind. And blow aliens away.



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This is the new H-3 "Typhoon". A hovercraft. It may be small, but it's highly maneuverable. And the fact that it can carry its own weight in weapons makes it highly efficient in close combat.

FOR YOUR TRIGGER FINGER.







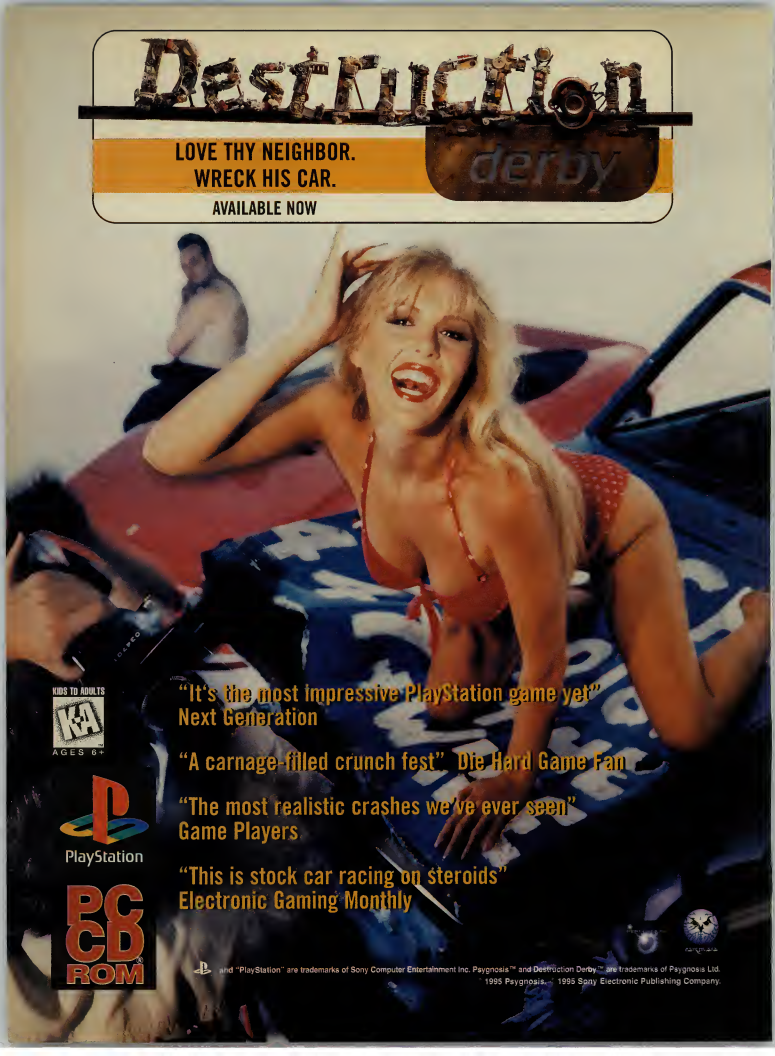


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CHEAT SHEETS



VIRTUA FIGHTER 2

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Virtua Fighter 2

Super Strategy

The beauty of a game like *Virtua Fighter 2* is that you can start having fun from the very first fight, and then six months later when you've finally mastered the ancient art of Lau's Koon-ken techniques you can finally feel as though you've started to get into the game. The truth is that you've simply never played a fighting game as deep as *VF2* and until *VF3*. It's not likely that you will again. While other games are [illegible] how to employ an animal [illegible] of someone being turned into a bloody-pulp. *VF2* has managed to work in ten very distinct fighting styles that will both thrill and amaze you. Of course, the most exciting aspect of *VF2*'s goodness is that now you can bring it all home. In the many hours we've spent with the game, we've yet to find a single gameplay element missing from the home version and we've tried them all. Therefore, the following strategy is designed with the Saturn version in mind, but all the techniques listed will translate directly to the arcade version and vice-versa. The most important thing to remember is that *VF2* is a monumental game and it will take a while to master its more complex elements of the game.

General Strategy

Unlike most fighting games, there are really only a few common techniques between characters, but it is important to master the few that do carry-over from one fighter to the next. This page, listing seven elements, is important for every character, although to differing degrees, depending on player choice.

General Combos

Each character in *VF2* has some built-in combos. They are usually short bursts of punches or kicks and, if done correctly, are extremely effective. These will be some of the first moves you'll want to master with any character you choose to learn.

There are also combos that must be put together manually. These are simply moves that work well in succession and they, too, can be an unbelievable help in defeating even the toughest opponent.

Jumping

Jumping effectively in *VF* has always been a challenge. Each character has several jumping moves, from quick kicks to high-floating reverse kicks. The problem with the jump is the amount of time you are exposed in the air. However, if you perfect the jumping attacks, they can be used very effectively in spurts. They only work if your opponent doesn't know they're coming, and it also takes incredible timing to pull them off effectively.



Another form of jumping to master in *VF2* is the hop kick. This is a great way to slip-in past an opponent's defense and hit them with a low-kick or a quick jab. The hop is an important part of developing a well-rounded fighting style.

Throwing and Escaping

As in the first *Virtua Fighter*, each character has a certain number of throw moves at their disposal. The throw move is known for causing a significant amount of damage and, in many ways, is to be considered the ultimate attack move. Some characters, such as Wolf, Jeffry, and Pai depend on throw moves as a big part of their fighting style and thus have more than most to choose from, but all characters have at least two throw moves.

As explained under Stances, a big part of your success in using throw moves is your foot position. This should be the first thing to check when considering a throw move. Another important factor to consider is whether your opponent is standing or crouching. Only a few characters, namely Jeffry and Wolf, have throw moves specifically designed for when a defender is crouching. As for the rest of the characters, an opponent must first be standing upright to be thrown.

Throws work best after blocking your opponent's attacks (especially a charge move). In the instant it takes for the attacker to recover from a blocked move, he/she is completely vulnerable to the throw move. Another, more aggressive, way to employ the throw move is to rush in on your opponent by using the run command. This not only gets you in close, but it also adjusts your feet when contact is made with your opponent. The disadvantage to rushing in on an opponent is that you leave yourself open for a quick punch or kick. Hence, if you're going after the aggressive-style throw, you'll have to be extremely quick about it.

A new addition to the *VF* formula is the ability to break free from an opponent's throw-move. There is only a short list of moves which can be thwarted with this tactic (only P+G throws), but as a general rule these are the easiest moves for an opponent to do and thus become the most valuable from which to escape. Breaking free from a throw move isn't easy, but it's a great way to surprise an opponent.

Stances

The position of your character's feet directly affects his/her ability to use throw moves. Since throw moves are only possible when fighters are close together, you will have to manipulate your stance for optimum closeness if you're going to use throws effectively. The way to achieve optimum closeness is by positioning your stance exactly the same as your opponent's (ie. right foot forward, left foot back). Since the characters are facing each other, this will actually set your character in the opposite position, which will allow you to move in much closer to your opponent than you could otherwise.

The proper stance is also an ideal defensive move against characters known for their strength with throw moves, such as Wolf or Jeffry. Keeping them at bay with the correct stance lessens their ability to throw you at will. Though each character has a different move to change his/her stance, it is always something simple, and many characters have more than one.

Counter-Attacks

Not every character has specific counter-moves in the way that Pai, Kage and Akira do (each of these three characters have offensive-style moves capable of interrupting an opponent's attack and countering with offensive moves of their own), however, each character can use the block command, and sometimes sidestepping techniques, to set-up an opponent for an attack.

As the attacker finishes a blocked attack, there is a short delay before he/she can proceed. This creates a window of opportunity for the defender. The best use of this technique is to block the attacker's charging move which leaves he/she open and close, providing just the right conditions for a throw move.

Both new characters, Lion and Shun, have additional counter-style moves in the form of side-stepping abilities. With these moves, either character can hop out of the path of an oncoming attacker and counter with a move that hits your opponent as he/she is recovering from the missed attack. If done correctly, this can be an enormous advantage over other characters, who are stuck in the two-dimensional plane.

Attacking from the Ground

Each character has a list of attacks from the ground. Each attack is selected by simple one-button and one-direction moves while on the ground. The ideal time to use a ground move is when an opponent rushes in after they've knocked you down. The danger is that if your attack move is blocked or dodged, then you leave yourself open for the next attack. If properly-timed, however, you can surprise your opponent with a shot to the head or a roundhouse sweep to the shin. One last warning is that calling on a ground attack generally takes a little longer than rolling out of the way, so choose very carefully.

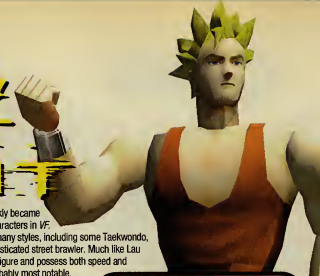
Juggling

One final, and perhaps the most important tactic to remember when using any character, is that there is almost always time to get in at least one, if not several more, attacks while your opponent is on their way to the ground. For example, if you manage to connect with one of Lau's roundhouse kicks to the head, there is almost always time for one or more quick kicks as they're on their way down. If you get even one extra punch or kick in during a fight, it may end up being the difference between victory and defeat. As you begin to perfect this technique, you will become a far, far more dangerous opponent!

G - Guard
P - Punch
K - Kick

*** - While Opponent is Down**
- When Close to Opponent
If symbol is red, hold the button down.

JACKY BRYANT



Brother to Sarah, Jacky quickly became one of the most popular characters in *VF*. Fighting with a mixture of many styles, including some Taekwondo, Jacky can be seen as sophisticated street brawler. Much like Lau and Wolf, Jacky is a well-rounded figure and possess both speed and strength, though his strength is probably most notable. Jacky is also the character who can, with the fewest moves and the least amount of time, end a fight, leaving his opponents wondering what happened to the rest of the match. You probably won't find Jacky to be an overly fancy character like Lion, Kage or Shun Di, but his straight forward approach (much like his sister's) is one that will undoubtedly win some tough matches for you.

Moves

Spinning Back Knuckle - ◯ +P
Elbow Spin Kick - ◯, P, K
Spinning Arm Kick - ◯ +P, K
Somersault Kick - ◯ +K
Rising Elbow - ◯ +P
Double Spin Kick - K, K
Double Spin Knuckle - ◯ +P, P
Spinning Kick - K+G
Leg Slicer (while crouching) - K+G
Double Punch Snap Kick - P, P, K
Knee Kick - ◯ +K
Toe Kick - ◯ +K
Dash Hammer Kick - ◯◯ +K
Punch Spin Kick - P, K
Punch Low Spin Kick - P, ◯ +K
Spinning Low Spin Kick - ◯ +P, ◯ +K
Slant Back Knuckle - ◯ +P
Slant Low Spin Kick - ◯ +P, ◯ +K
Elbow Spin Kick - P, P, ◯ +P, K
Jab Straight Back Knuckle - P, P, ◯ +P
Elbow Combo - P, P, ◯ +P
Lightning Kick - ◯ +P+K, K, K, K
Beat Knuckle - P+K
Middle Spin Kick - ◯ ◯ +K+G
Side Hook Kick - ◯ +K
Smash Hook - ◯ +P
Spinning /Low Spin Kick - K+G, ◯ +K+G
Knee Strike - ◯ ◯ /P+K
Sway Hook - G, P
Spinning Slant Back Knuckle - ◯ +P, ◯ +P
Neckbreaker Drop # - ◯◯ , P
Soccer Ball Kick (opponent is down) - ◯ +K

Combos

Punch, Side Kick - P, K
Double Punch, Elbow, Somersault Kick - P, P, ◯ +P, ◯ +K
Spinning Back Knuckle, Sweep - ◯ +P, ◯ +K
Slant Back Knuckle, Stall, Somersault Kick - ◯ +P, G, ◯ +K
Turn Punch, Spin Back Knuckle, Sweep - ◯◯ +P, ◯ +P, ◯ +K
Toe Kick, Dash Hammer Kick - ◯ +K, ◯◯ +K
Toe kick, Somersault kick - ◯ +K, ◯ +K
Spinning Kick, Sweep - K+G, ◯ +K+G
Knee, Punch, Kick - ◯ +K, P, K
Knee, Somersault Kick - ◯ +K, ◯ +K
Turnaround kick, Rear Sweep - ◯◯ +K, D+K

Why Pick Jacky?

Power. Simplistic Style. Range. Speed

If you're into fancy fighters, don't pick Jacky because, although he has his share of fancy moves, these are not the moves that are likely to secure you many victories. The reason to pick Jacky is because you like to win fast and often. Combining massive strength with a great range and pretty good speed makes Jacky one of the deadliest characters in the game.

Much like his sister, Sarah, Jacky makes no bones about the fact that he is a straightforward kind of fighter. You'll actually come to depend on this kind of approach to win with him. When mastered, his opponents will more or less know what's coming, and yet still not know what to do about it. With Jacky's speed you can also take advantage of the quick win technique which most characters outside of Jeffry and Wolf don't have the power to manage. Due to Jacky's effective combos, however, Jacky is probably the best at the quick victory.

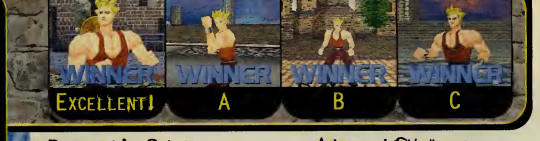
Beyond the many combos and the few fancy tricks possible with Jacky lies the real heart of his fighting style in moves like the Beat Knuckle and the Spinning Back Knuckle, two moves capable on their own of not only stopping any would-be attackers with a throw move on their mind, but also inflict so much damage on their own that you'll almost feel like you're cheating. Not bad with the throw either, Jacky truly is a well-rounded character capable of taking any opponent in a mere matter of seconds.

Jacky can be effective with the knowledge of just a few simple moves. Then, as you start to build complex combos into your arsenal you become a very dangerous character. Check out the computer Jacky if you doubt his power!

Fighting Against Jacky

Jacky's straightforward style of fighting makes him a reasonably easy character to predict and thus defend against. You don't want to let him get too aggressive with you or get on any kind of offensive roll because it really doesn't take much for him to do you in. To counter his aggressive nature you'll have to take chances where you otherwise, against other characters, might not. You'll have to make yourself go for every opportunity, no matter how small, because if you wait around for him to beat the hell out of you, he most certainly will. You'll also want to look for sweeping and throwing opportunities as Jacky has very little by way low attacks (meaning he won't often be crouching) and he doesn't have much of an inside attack.

Taunts



Beginner's Strategy

The first few minutes spent with Jacky are often the most enjoyable. The first time you connect with a Beat Knuckle (P+K), or a Somersault Kick (◯+K) for example, and you see exactly how easy it is to do so much damage, you are sure to feel a slight rush at the power you are controlling. Strangely enough, with all the super-fancy fighting styles in *VF2* many opponents can be taken by Jacky just by using a few simple tools. The first moves you'll want to learn on their own are the fabulous Beat Knuckle (P+K), the Deadly Somersault Kick (◯+K), the Spinning Back Knuckle (◯+P) and the Double Spin Kick (K, K). As you become more comfortable with these and some of his other simple moves, you should start working on simple combos. Jacky's not much of a throw-wiz, but you shouldn't completely rule-out a throw once and again as an option.

Advanced Strategy

To become really dangerous with Jacky you'll essentially just need to take all the steps and moves you learned as a beginner and start stringing them together in more and more involved combos. Remember, Jacky's moves are so powerful that it often doesn't take more than a few hits to completely knock an opponent out. The biggest danger in fighting with Jacky is becoming too predictable with the Beat Knuckle or some other simple move, so instead of striking one move at a time, start stringing them together to keep your opponent from guessing your every move. Once again, Jacky is not a fancy fighter, so don't try to be fancy with him. His powerful combos are more than you'll ever need to take care of most opponents.

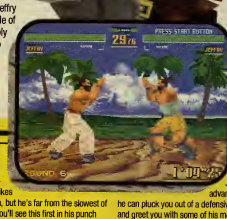
JEFFRY McWILD



Jeffry McWild. Just his name strikes fear in the hearts of mere mortal men. Fighting with a distant variation of Mu Tau, Jeffry is a giant-sized (that particular pun was not a mistake) threat. There is no other reason to play Jeffry unless you are interested in a pure power attack. Outside of maybe Jacky, Jeffry is the character most likely to simply annihilate you with just a few moves. Heavily beefed-up from the original *VF*, Jeffry has quickly become a favorite among all power fighters. He may not dazzle you with his fancy techniques, but he'll sure as hell show you the way to the mat.

Moves

Elbow Upper - ❍❍+P, P
ToeKick Hammer - ❍+K, P
Dash Elbow - ❍❍+P
Vertical Upper - ❍+P
Double Upper - ❍+P, P
Elbow Hammer ❍+P, ❍+P
KneeAttack - ❍+K
ToeKick - ❍+K
Knuckle Kick - P, K
Head Attack - ❍-P+K
Stomach Crush - ❍❍+P+K
Hip Attack - P+K+G
Hell Stab - ❍+P+K
Elbow Stamp - ❍ ❍+P
Kenka Kick - ❍❍+K
Heel Attack - ❍❍+K
Elbow Attack - ❍❍+P
Body Lift # - ❍-P+G
Splash Mountain # - ❍❍+P+K
Front Backbreaker # - ❍ ❍❍+P+K+G
Triple Head Butt # -
❍ ❍+P+K, ❍+P+K, ❍+P+K
Stomping * - ❍+K
Powerbomb (opponent is crouching) -
❍+P+K+G
Iron Claw (While opponent is crouching) -
❍+P
Machinogun Knee Lift (opponent crouching) -
❍❍+K



Why Pick Jeffry?

Power. Throw Moves

If you're picking Jeffry because you're interested in seeing a bunch of fancy moves, then you're picking the wrong character. Jeffry is about destroying his opponent with sheer brute strength. While most of his truly effective moves are all throw moves, he does have a few other tricks up his sleeve (well, he would if he had any sleeves), such as his mighty Triple Knee Smash and the devastating head-butt attack. Consider Jeffry a powerful brawler!

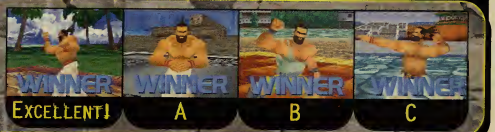
The one surprising quality Jeffry possesses is better-than-average speed. He certainly can't match-up with the likes of Pai or Lion, but he's far from the slowest of the bunch. You'll see this first in his punch combos. This comes in especially handy when going for the throw (which, if played correctly, is pretty much always). Another advantage Jeffry possesses is that when he puts you down, you're down, which means even though he's not the fastest character in the game, he's got plenty of time to add to your misery with a ground attack.

Jeffry's final advantage is that he can pluck you out of a defensive crouch and greet you with some of his most vicious throws just as easily as he can throw you from and upright position. Essentially this creates a feeling of helplessness in his opponents. You can't overpower him, you can't always beat him with speed and you certainly can't crouch and block against him. Jeffry is a giant among men and most times that's more than enough to get you a victory.

Fighting Against Jeffry

When fighting against the computer-controlled Jeffry or a Jeffry master there is only one thing that you really need to remember, and that's fear the throw. A competent Jeffry can and will rush in and throw you every opportunity he gets and it won't take many of those to completely eliminate you from the match. The best attack technique against Jeffry, therefore, is a guerrilla-style attack where you get in, do a little damage and then get the hell away from him. You should also have quite a bit of success with sweeps and low kicks as Jeffry is always looking to rush-in and throw you. If you do end up toe-to-toe with Jeffry, quickly start hitting A and B to avoid a throw.

Taunts



Combos

Punch, High kick - ❍+K, P, K

Knee, Double Fist Punch - ❍+K, ❍❍+P

Knee, Hell Stab - ❍+K,❍+P+K

Knee, Jump kick - ❍+K, ❍+K

Knee, Double Uppercut - ❍+K, ❍❍+K

Toe Kick, Hammer - ❍+K, P

Toe Kick Combo - ❍+K,❍❍+P+K+G

Beginner's Strategy

There's no two ways about it — to be successful with Jeffry you must learn to use the throw. This should absolutely be your first mission. Start testing out the range of his throws and you will notice that they are considerably easier to use than most other characters' throws. The next thing you'll want to start working on when you first start with Jeffry is how to set your opponent up for the throw. Try using your Side Kick, ❍+K) to knock your opponent into a stagger then rush up and throw them.

Advanced Strategy

Your main mission in mastering Jeffry is making your opponent believe that he/she can be picked up and thrown around like a sack of potatoes at any point. To reach this point you'll have to learn to throw your opponents while they are crouching in fear. Remember also that your range for throwing opponents is much better than most, meaning you don't have to get so close that you're putting yourself in danger of being hit with a quick punch or kick.

Though the throw is definitely the way for Jeffry, you won't want to become so predictable that your opponent starts expecting all the time (you want them to fear it, but not necessarily expect it). The only way to keep them from figuring out your entire game plan is to mix in a few of Jeffry's other quick strike attacks. Don't spend too much time worrying about creating lengthy combos (most of Jeffry's hits knock your opponent down on the first shot anyway) but don't be afraid to throw in a Hip Attack (P+K+G) or a Head Butt (❍❍+P+K) every once in a while for variety.

Finally, watch the low attacks. Since Jeffry should almost always be going for the throw, you'll be forced to leave yourself open to low kicks and quick sweep moves. Be ready to block low at all times. Finally, remember that Jeffry is a power fighter!

KAGE MARU



Often overlooked in the original VF, Kage is a deadly and extremely cagey (excuse the pun) character. Probably the smoothest and most stealthy of all the contenders, Kage possesses a new-found speed, agility, and range. With a fighting style based on the art of Jujitsu, the fluid nature of Kage's fighting techniques are a real thing of beauty to behold.

Moves

Ryunikyaku - ❍❍+K
Suishagen - ❍+K+G
Kaitenjisurikyaku - ❍❍❍❍+K
Koutenjisurikyaku - ❍❍❍❍+K
Hijiuchi - ❍+P
Tsumujigeri (while crouching) - K+G
Fushinhizageri - ❍❍+K
Senpugeri - ❍+K
Hagasane - P, K
Resshoukyaku - P, P, K
Sandan Urageri - P, P, P, K
Sandan Fujinkyaku - P, P, P, ❍+K
Rairyuhishoukyaku - ❍+P+K+G
Gen'you - ❍+K+G
Rekusenjin - ❍❍+P+K, P+K
Risenjen - ❍ ❍ +P+K, P+K
Jibashiri - ❍❍❍+K
Hagaryu - ❍❍+K+G
Kotegaeshi (high counter punch) - ❍+P
Fusenjin - ❍+P+K, P+K
Sokudan - ❍+P
Sarani Zenten - ❍❍❍❍ P
Sarani Kaitenjisukyaku - ❍❍❍❍❍ K
Sarani Rairyuhishoukyaku - ❍❍❍❍❍ P+K+G
Kakato'otoshi * - ❍+K
Sokuten - ❍+G
Katanagasumi # -P+K+G
Kaugasumi # - ❍❍+P
Koennaku # - ❍+P

Why Pick Kage?

Speed. Agility. Range. Counter-Moves

Choosing Kage requires a little more commitment than most characters. It's not that he's really any tougher to learn, it's just that his more simplistic moves are neither very powerful nor amazingly fast, therefore he's not the easiest to win with until you've mastered some of his slightly more complex moves. Once you really start to take advantage of his range moves, effective throws (everybody loves the ten-foot toss ❍+P) and his limited 3-D capabilities (❍❍❍+K), Kage becomes an extremely dangerous weapon and one that is difficult to predict.

One of Kage's most vital tactics is definitely the long range move. With ultra-fast moves that can strike from further than any other character and a choice of hitting high or low, This gives him the advantage of using the entire ring when other characters are limited to in-close battling. This tactic works best when used against a throw-heavy character like Wolf or Jeffry.

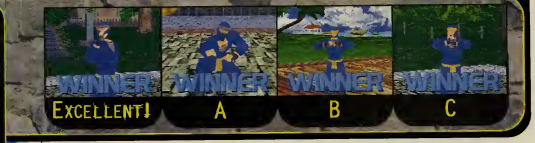
Another strength when playing Kage is the ease in using throw moves. This makes him dangerous from both far away and in-close. There are so many throws to choose from you will undoubtedly be able to keep your opponent off-guard. Another strong, in-close tactic for Kage is the fact that he can counter an opponent's attack with moves specifically designed to catch an attack and turn it into one of his own.

One last advantage that Kage possesses is his ability to slip into the third dimension with one very effective sweep kick. This not only allows you to avoid an opponents attack, but it hits your opponent in the side where it is difficult to block.

Fighting Against Kage

The most important thing to remember when fighting Kage is to stay as close as possible. Of course, even if you manage to keep him close you'll still have to look out for his throw moves, but at least you can keep him from using his ultra-dangerous, long-range moves over and over again. Also remember that Kage can counter your punches and kicks, so don't become so predictable that he can start guessing your attacks and counter them. The final thing to remember when fighting Kage is that he can strike from many different ranges and even different sides, but his attacks are not overly powerful, so bide your time and go for the power approach, as you're not likely to out-maneuver him with any other character.

Taunts



Combos

Low Punch, Knee - ❍+P,❍+K

Low Punch, Chop, Punch - ❍+P, ❍+P+K, P+K

Turn Punch, Triple Punch - ❍❍+P+G, P, P, P

Turn Kick, Double Low Punch - ❍❍+K, ❍+P, P

Ten-Foot Toss, Sweep Kick - ❍+P,❍❍+K

Heel Kick, Foot Sweep - ❍+K+G,❍❍+K

Ground Attack, Sweep Kick - K, ❍❍+K

Beginner's Strategy

The first thing you'll want to learn with Kage is the Rairyuhishoukyaku (❍❍+P+K+G) and the Hagaryu (❍❍+K+G) because these will allow you to attack from far away, and it will take your opponent a little while to adjust to these long-range attacks. The next thing you'll want to start working on are the throw moves. Test the range of each of the throws and experiment with how fast you can dash in and use a particular throw. Start with the P+G throw because it's the easiest, but then try the ten-foot toss (❍+P) next because it demoralizes your opponent. The most important thing to remember about Kage when starting out is that he's not especially strong, so learn to be tricky with him by mixing up all the moves you know.

Advanced Strategy

Now that you've learned the long range attacks, including all the forward roll moves, it's time to start mixing up your attack. Alternate between low and high strikes and start using your range attacks from a little closer in. This gives the more experienced defender less time to analyze which attack is coming and makes them have to guess at the necessary block.

The next thing you'll want to learn is the Jibashiri (❍❍ D+K) because this will allow you to dodge an opponent's attack and strike back quickly with a kick that is especially tough to defend. You'll also want to start working on counter attacks (❍+P). This is a great way to catch an opponent off-guard. The most important thing to remember when learning Kage is to use the entire ring to your advantage. No other character can take advantage of the entire ring like Kage can, and this can be a great source of frustration to all his opponents.

LAU CHAN



A master chef for China and father to Pai, Lau is the epitome of grace and style. Perhaps the character with the shortest list of moves, Lau's Koen-ken fighting influences are based in the quick bursts of powerful punches and kicks. Though his style is fairly simplistic when compared to the rest of the characters in the game, Lau has perhaps the most impressive combination of speed and power. Lau is probably also the easiest character to pick-up and start winning with from the very beginning.

Moves

Senpuga - K+G

Shakashou - ❍+P

Shajoushou - ❍+P

Ensenshu (while crouching) - K+G.

Kokyakuhaiten - ❍+K

Chugeki ❍+P

Renkantenshinsoukyaku - P, P, P, ❍+K

Taiitourikenkyaku (rising from crouch) - K

Renkanhaitenkyaku - P, P, P, ❍+K

Renkensenpuga (if first punch hits) - P, K+G

Renken'ensenshu (if first punch hits) - P, ❍+K+G

Renshouensenpuga (if first punch hits) - ❍+P, K+G

Renshouensenshu (if first punch hits) - ❍+P, ❍+K+G

Kukokyaku - ❍+K+G

Chisoutai - ❍❍+K

Toukukosenkyaku - ❍+K

Jumpochushou - ❍❍+P

Renkantenshinkyaku - P, P, P, K

Soukensenputai - P, P, K

Toushugeki * - ❍+K

Hanshinchugeki - ❍+P

Ryushukatou # - ❍❍+P+G

Ryushasenten # - ❍+P

Tenshinha'inshou # - ❍❍+P

Why Pick Lau?

Speed. Power. Simplistic Style. Combos

Despite the fact that Lau is probably the easiest character to learn, he is also one of the most difficult characters to defeat. His strength is in his amazing combination of speed and power. While many characters have one or the other, few have both. This works especially well when he catches an opponent off-guard or manages to connect with some of his more powerful moves like the uppercut or high roundhouse. Lau's other supreme advantage is that he comes equipped with several easy-to-use combos which, if landed correctly, can be devastating.

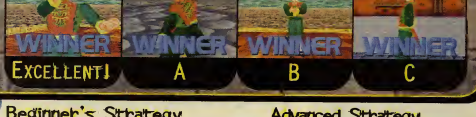
One of the things that makes Lau most dangerous is his ability to knock his opponent backwards in a hurry. This, of course comes in extremely handy when going for the ring-out. Lau is pretty good with the throw as well, although you wouldn't want to count on it for his strength. Another strength for Lau is his list of roundhouse and sweep kicks. He is especially good with striking low, then high, then low again.

In general, Lau is an easy character to get into, but a difficult character to master due to his predictable nature and fairly small well of moves from which to draw. It is also important to remember that with his combination of speed and Power, Lau is a strong candidate for the quick win. Use this strategy to fluster your opponents and defeat them before they even know what's going on. The real key to mastering Lau is in learning his many combos and mixing them up enough to keep from being obvious. These same combos will also allow you to juggle most opponents with hit after hit as they float helplessly above the ground just praying for a quick end to their misery.

Fighting Against Lau

The strengths you'll most want to respect when fighting Lau are his speed and ability to catch you in one of his many combos. The best way to thwart his attacks is to be extra ready with the block. This will help you avoid Lau's juggling abilities. You'll also want to use any range long and medium moves you might have since Lau doesn't really have much beyond his in-close moves. A final hint on fighting Lau is that many of his combos end in big roundhouse kicks which, if blocked or dodged leave him vulnerable to any kind of attack. Keeping an eye open for these kinds of opportunities will, at least, give you a chance.

Taunts



Combos

Punch, Heel Kick - P, K

Low Kick, Heel Kick - ❍+K, K

Low Punch, Heel Kick - ❍+P, K

Knife Chop, Triple Punch, Kick - - ❍+P, P, P, K

Triple Punch, Flip Kick - P, P,P, ❍+K

Knife Chop, Triple Punch, Kick - ❍❍+P, P, P, K

Hopping Kick, Triple Punch, Kick - ❍+K, P, P, K

Kick, Upper-Cut, Triple Punch - K, P, P, P, K

Attack from Ground - K, P, P, P, ❍+K

Beginner's Strategy

Getting started with Lau is a pretty easy task. The first thing you'll want to master is Renkantenshinkyaku (P, P, P, K). With this simple combo you can not only knock a significant amount of life out of your opponent, but you can also get them into position for a ring out. It's important, as well, to remember that Lau has great speed and while nothing in VF2 is a sure bet, it's pretty easy to beat your opponent to the punch.

Another aspect of your beginner's strategy is to start mixing up your attacks. Try hitting low, then high, then low again to keep your opponent from getting a fix on your attacks. Since most players know to fear Lau's speed you'll also want to learn a couple of quick throws (P+G & ❍+P) to keep your opponent from retreating to a permanent blocking stance.

Advanced Strategy

Taking Lau to the next level requires creative thinking and sophisticated timing. While experienced players will learn to recognize Lau's predictable combos, if carefully planned Lau can use staggered attacks and a high, then low strategy to throw them off and keep them from guessing your next move. Another important thing to remember and to continue working on is Lau's ability to knock an opponent back and set them up for the ring-out. Try out moves like the upper-cut and the high roundhouse kick to really send them flying.

You'll also want to stay in-close as much as possible as Lau lacks any strong range moves. This also allows you to keep the threat of throw in the air. Ultimately, the perfect fighting plan with Lau would take advantage of his many combos, and would employ an unpredictable mix of high, low, and mid-level attacks.

LION RAFALE



Lion is one of the two new characters added to the line-up of *Virtua Fighter 2*. His fighting techniques are based on a martial arts style known as Praying Mantis Fist. This style of fighting is based on quick, almost pesky, moves meant not to cause a great deal of damage but rather to be too fast and erratic to defend against.

Moves

Mebanshu - G, ↘+P
Senkyutai - ↘↘+K
Senfenkukyaku - ↘+K
Shitsuchisoutai - ↘+K+G
Kousoutai (While Crouching) - ↘+K+G
Sen'inshou, Rakugekishou - ↘+P, P
Rakushoukyaku * - ↘+P
Hitenrakugekitai * - ↘+P
Koushutsushitsu - ↘+K
Banchu - ↘+P
Kotoutai - ↘+K, K
Soujisenpu - ↘+P+G
Senshitsupo - ↘↘+P
Soukoushu - ↘+P, P
Tenshinryou'inkyaku - ↘↘+K+G
Touhousoushu - P+G
Touhohaisoushu - ↘+P+G
Taizansoukoushu - ↘+P
Tougekishou - ↘+P, P
Zensoutai (while crouching) - K, K
Zensoutai, Katoutai (while crouching) - K, K+G
Juchousenshou - ↘+P
Shahoshasousui - G, DF+P
Shazenho - ↘+G
Shakouho - ↘+G
Sokuten - ↘
Mid-level Side Kick - ↘+K
Hatoushushutai # - P+G
Tenshinrenkoushu # - ↘↘↘↘↘ P+G
Fushushutai # - ↘+P+K
Saishasousui # - ↘↘+G+P

Why Pick Lion?

Speed, Agility, Guerilla-Style, Erratic Style

Lion, like all characters in VF2, is a well-thought-out character capable of defeating any opponent at any time and once mastered can be an impressive warrior. Don't look to Lion if you're into fighters with tons of brute strength because you'll undoubtedly be disappointed. On the other hand, Lion isn't exactly what you'd call a finesse fighter either. Lion is what you might call an opportunistic fighter, and to really succeed with him you'll have to take advantage of this particular strength more than any other.

The elements that make Lion particularly qualified for this kind of guerilla warfare are primarily speed, agility and size. Being one of the fastest characters in the game makes Lion perfect for popping in and out of the strike zone while leaving his opponent with a nasty blow by which to remember his visit. He is also capable of some lightning fast throw moves (primarily his A+B trip move) which he can dash-in and pull-off almost before an opponent even notices he's there.



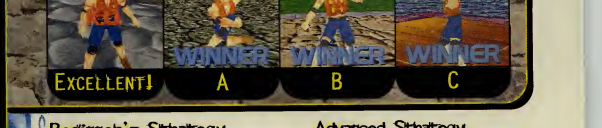
Lion also possesses the ability to step beyond the two-dimensional playing field which blinds most other characters. It's just this sort of agility which allows Lion to avoid an opponent's attack and counter before his opponent even has time to adjust to Lion's new position in the ring. There are also a host of trip moves including one that swings around to the side of your opponent, giving Lion one more 3-D move to add to his repertoire.

Lion's final unique advantage is his size. When ducking, he is immune to several high and mid-level attacks which simply miss above his head. Keeping in mind that an opponent's missed attack creates an ideal opportunity for a counter attack, this makes Lion's size a major asset.

Fighting Against Lion

Lion has more than a few predictable punch and kick combos and recognizing these combos is a good way to defend and then counter against him. Another important aspect to remember is that he lacks strength and his moves can often be interrupted with more powerful offensive moves. Lion is also somewhat limited in long-range attacks and thus is easier to fight when kept at a distance.

Taunts



Combos

Punch, High Kick - P, K

Triple Punch - P, P, P

Double Low Kick - ↘+K, K

Low Kick, High Roundhouse - ↘+K, K+G

Knee, Triple Punch, Ground Strike - ↘+K, P, P, P, U+P

Turn Punch, Triple Punch - ↘↘+P, P, P

Turn around Kick, Hopping Kick, Double Low Kick - ↘↘+K, ↘+K, K, ↘+K, K

Beginner's Strategy

Learning how to use Lion can be fun even for a beginner and though his fighting technique may seem complex at first, there is quite a bit that can be mastered after just a few fights.

Probably the first tactic you'll want to learn is how to use the mid-level side kick (↘+K). This move is not only lightning fast, but it will knock any opponent out of a defensive crouch which sets him/her up for an additional move or combo (try ↘+K on a crouching opponent, then try P, P, P as they're forced to stand up). You'll also want to learn to use Lion's throw moves as quickly as possible. Start by trying the Hatoushushutai (P+G) because it's the easiest to make work, but practice the Saishuhoukou (↘↘+P+G) and the Fushushutai (↘+P+K) and you'll soon become a force with which to be reckoned.

The final technique you'll want to work on is the striking-style moves. These are moves that either lunge forward or strike an opponent quickly and then recoil. Some examples are the Taizansoukoushu (B+P), Tougekishou (DB+P, P) and the Koushuteishitsu (↘+K). These moves allow you to catch your opponent off-guard and also put a quick end to an opponent's attack.

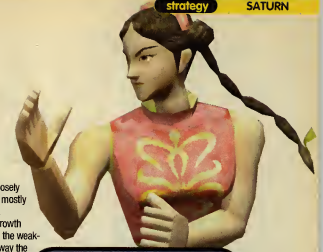
Advanced Strategy

Once you've become proficient with all of Lions moves, it's time to start mixing them up in an order that will surely drive your opponent crazy. Throw moves are still a big part of your strategy, but at the advanced level they should generally come at the end of some other kind of combo that has left your opponent temporarily stunned. You'll also want to learn how to rush in on an opponent to use a throw move. This keeps your opponent from ever getting too comfortable and forces them to make mistakes.

You'll also want to learn how to use Lion's quickness in combination with his turn-around attacks. There is no character faster with a turn-around attack than Lion and it is an easy way to catch an opponent off-guard.

The most important aspect of mastering Lion is learning to use his 3-D abilities. By learning to side-step an opponent's attack and then countering (↘+G, ↘+P, for example) you will not only become that much harder to attack, but you have instantly made yourself a much more dangerous threat offensively.

PAI CHAN



Sister to Lau, Pai Chan uses a fighting style loosely based on White Crane techniques. Focusing mostly on defense, her fighting style is one of quick responses and opportunistic attacks. Pai's growth from *VF1* to *VF2* is mainly that of added speed. She is the weakest of the bunch, but she is also the best at taking away the attack of her opponents with counter moves. She is also lightning-fast and shares many of the same effective combos as Lau. While it may be tempting to overlook Pai because of her size and lack of power, it's important to remember her strengths in speed and versatility.

Moves

Senpuga - K+G
Renkantenshinkyaku - P, P, P, O+K
Ensenhairyu (high punch counter) - O+P
Rasen'anshou (high kick counter) - O+P
Kakyokusenten (middle kick counter) - O+P
Tenchitourakuu # - OO+P
Senpu'enjin # - O O+P
Ensenshu (while crouching) - K+G
Hatenkyaku - O+K
Renkantenshinsoukyaku - P, P, P, O+K
Taitourisenkyaku (rising from crouch) - K
Renkanhatenkyaku - P, P, P, O+K
Toushin'inshou ^ - OO+P+K
Rai'inshoudia ^ - O+P
Renkensenpuga (if first punch hits) - P, K+G
Renken'ensenshu (if first punch hits) - P, O+K+G
Koutenkyaku - OO+K
Koushutai - K
Senchuken - O+P
Enjinsenpukyaku - O+K+G
Hi'enrekkyaku - O+K, K
Rikensui - OO+P
Sen'enkaitou # - OO+P+G
Haishinchuken - O+P
Enfurinshou (when opponent is crouching) - O+P+K+G

Why Pick Pai?

Speed. Counter Attacks. Quick Throw Moves. Fast Combos

Pai is an easy character to discount in VF2 because of her lack of size and power, especially when compared to some of the mammoth characters in the game like Jeffry, Akira and Wolf, but much like Kage and Lion, Pai more than makes up for her deficiency in size in her speedy attacks and ultra-effective counters. When mastered, any opponent interested in lasting more than a few seconds with Pai will have to totally eliminate most punches and kicks from their list of effective moves, as Pai can turn each offensive jab into a severe beating. Due to her speed, an experienced player will also fear any kind of inside attacks, including throws, leaving very little to actually throw at this tiny little warrior.

Though a defensive strategy is definitely the way to go with Pai, eventually even Pai will have to strike-out to win some matches, and although her blows don't take much out of an opponent, they are extremely easy to land in large quantities. Sharing many of the same combos as her brother Lau, Pai can lay into a would-be attacker faster than any other character in the game and once she's got you with the first blow, she's sure to get in more than a few shots.

Perhaps even more important then her combos are her throw moves, which are amazingly easy to pull off and are, for Pai at least, powerful. Outside of Jeffry and Wolf, Pai is probably the easiest character to throw with because of her speed. It's nothing for Pai to rush in on an opponent and have them on the ground with a throw move before they know what's going on.

Pai is all about defense and speedy attacks. She's not going to be able to take much damage, but she strikes so fast that most opponents simply won't know what to do against her. It is this kind of defensive approach mixed with flurry attacks that will win matches with Pai.

Fighting Against Pai

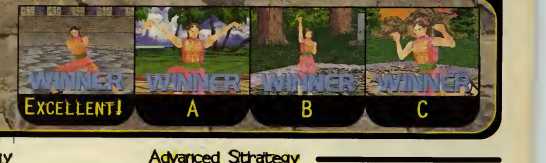
Fighting against Pai can be a frazzling experience, but with the right approach she can be an easy mark. Being the smallest character in the game, it doesn't take much to overpower her and leave her face-down on the mat. You will have to watch out for her super-fast combos, but just keeping your distance and blocking her punches and kicks should be enough to create a window long enough to rush in and throw her.

Just remember that it doesn't take much — a few throws, a few solid Kicks and maybe a punch or two and Pai is out of it, so take your time and plan your moves carefully.

Combos

Punch, Heel Kick - P, K
Down Jab, Snap Kick - O+P, O+K
Low punch, Heel Kick - O+P, K
Triple Punch, Kickflip - P, P, P, O+K
Triple Punch, Roundhouse - P, P, P, K
Triple Punch, Sweep - P, P, P, O+K
Low kick, Heel Kick - O+K, K
Jumping Kick, Double Kick - O+K, (O+K or O+K)
Cartwheel - OO+P+K+G, P, K
Trip, Throw - O+P+G, P, K
Side Kick, Triple Punch, Sweep - O+K, P, P, P, O+K

Taunts



Beginner's Strategy

Starting out with Pai seems easy enough for the first couple of fights because of her straightforward approach and lightning-fast attacks, but as soon as your opponent gets wise to your predictable punch and kick combos, you're going to need more. Like Lau, Pai is good for setting up an opponent for a ring out, and getting an opponent close to the edge is a option that should always be in the back of your head. Beyond the ring-out, however, you'll want to learn how to mix-up your high and low combos and take advantage of her roundhouse kicks. Don't go to the same combo time after time because even if they're fast, they're not indefensible. You'll also want to learn a few simple throws (P+G and O O+P). These will keep your opponent from trying to overpower you with an inside fight.

You might also want to try practicing with the counter attacks. It will take a while before you can really start to recognize certain attacks and react instantly with the right counter, but since it's so important to her winning strategy you'll need to start practicing to get a feel for how it works.

Advanced Strategy

Now that you've mastered Pai's simple punch and kick combos, it's time to really start mixing them up with some of the more complicated combos. By using these you will keep your opponent from being able to guess which attack is coming. You will also want to start using Pai's speed to its full potential which essentially means playing a defensive style game with quick, flurry attacks directly after blocking an attack. If you decide to play an offensive-style match with Pai, you're likely to end up face-down on the mat more times than not.

At the advanced level you should also have learned to use Pai's counter attacks to their full potential. The desired effect is to leave your opponent so scared to use a simple punch or kick that they are left with only a skeleton of a fight plan. This is the kind of state you want your opponent in when you surprise them with a throw move or a combo.

At the advanced level you should be thinking more about the ring out. Even Pai's most simplistic combos are capable of sending an opponent way back towards the edge of the ring and once you've got them caught in a combo — her speed is enough of a guarantee that they're not going to escape until they go down on the mat or out of the ring.

SARAH BRYANT



Moves

Illusion Kick - ❍+K, K

Double Joint Pat - ❍+P, K

Neckbreaker Drop # - ❍❍+P

Somersault kick - ❍+K

Mirage Kick - ❍+K, K, K

Dash Knee - ❍❍+K

Leg Slicer (while crouching) - K+G

Jackknife Kick - ❍+K

Punch Sidekick - P, ❍+K

Rising Knee - ❍❍+K

Jackknife Kick Side - ❍+K, K

Double Step Knee - ❍+K, ❍+K

High Kick Straight - K, P

Double Spin Kick - ❍❍+K, K

Double Kick - ❍+K

Tornado Kick - ❍+K+G

Side Hook Kick - ❍+K+G

Snap Back Knuckle - ❍+P

Spinning Kick - K+G

Round Kick - ❍+K

Step Round Kick ❍+K

Sway Smash - ❍+P

Soccer Ball Kick * - ❍+K

Combos

Triple Punch, Rising Kick - P,P, P, ❍+K

Triple Punch, Somersault - P,P, P, ❍+K

Triple Punch, Rising Knee - P,P, P, ❍+K

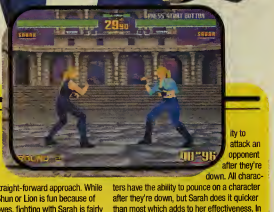
Punt Kick, Side Kick - ❍+K, K

Jump Kick, Kick - ❍+K, ❍+K

Low Punch, Double Spin Kick, Punch Kick, Side Kick - ❍+P, ❍+K, K, ❍+K, K

Tum Kick, Triple Punch,Knee - ❍❍+K, P, P, P, K

Sarah's fighting style is a mixed bag of influences from Taekwondo to Jeet Kune Do. The style that has emerged from it's multiple origins is a very strong and quick offensive technique capable of levelling even the toughest of opponents. A popular character choice in *VF* because of her physical attributes (I mean her long, powerful legs), Sarah has developed into an even more powerful and slightly faster character in *VF2*. All in all, Sarah is tons of fun to fight with because of her vicious attacks and relentless fighting style.



Why Pick Sarah?

Strength. Range. Speed

Choosing Sarah is a good way to get into the offensive side of *VF2*. While other characters like Pai and Shun are more about defending, Sarah should be played in pure attack mode at all times. This works great for players without the patience to play a wait and see type fight. What makes Sarah such a threat is her speed combined with the long range of her kicks. To play Sarah is to exploit the power of her legs. Using her fists is a good way to stagger an opponent and set them up for the kick, but be sure, the kick is the way. Of course the most effective of all her kicks is the Shadow Kick!

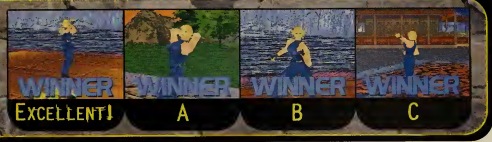
Another reason to like Sarah is her straight-forward approach. While fighting with Shun or Lion is fun because of their tricky moves, fighting with Sarah is fairly simplistic. Using her side Kicks and an occasional clotheseline will take care of most characters and there's not very much you can do to stop it.

A final reason to pick Sarah is her ability to attack an opponent after they're down. All characters have the ability to pounce on a character after they're down, but Sarah does it quicker than most which adds to her effectiveness. In general Sarah is a hellcat and if handled properly will strike fear in all those thinking that a woman has no place in the world of championship fighting.

Fighting Against Sarah

Fighting against Sarah can be a dangerous situation, but there are a few tactics that should prove effective against her. For one, Sarah has very little by way of crouching attacks, and if played correctly she is too aggressive to be crouching in defense. This means she is particularly vulnerable to sweep moves and other low strikes. Also keep in mind that many of Sarah's best moves are lunge attacks such as her Dash Knee or the Rising Knee Combo which creates the perfect opportunity to block and then throw. Other than that, you'll simply want to be ready to block at the drop of a hat because you won't be able to withstand many direct hits from her. While going for the block, you'll also want to keep in mind that many of her kicks come in waves. Don't block the first one just to get caught by the second.

Taunts



Beginner's Strategy

Sarah is a great character with which to get your feet wet in the pool that is *VF2*. Sarah's moves could more or less be considered obvious and they won't take very long to understand how effective the straightforward approach can be. The move you'll want to learn before anything else is the Illusion Kick (❍+K, K). This is the move that will give you enough breathing room to formulate further attack plans. Other moves to learn as quickly as possible are the Dash Knee (❍❍+K) and the Neckbreaker Drop (❍❍+P when close).

Start by using these moves to establish a range in which your opponent is simply not welcome. Later, you can start adding more throws and some truly vicious kicks. Until then though, remember, Sarah is as basic a fighter as exists in *VF2* and you can call on her speed and ease of use to pull-out some quick victories, but you'll have to be unpredictable to win in the long run.

Advanced Strategy

To really master Sarah you'll have to not only be able to call on her simple moves like the Illusion Kick, but you'll have to learn to incorporate some of her fancier moves for the specific purpose of mixing it up and keeping your opponent from getting an easy fix on your strategy. Sarah is never going to be a fancy fighter, but that doesn't mean you have to be boring and predictable.

Another aspect of an advanced Sarah strategy would no doubt include some of her deeper combos. It's important to remember that Sarah is no weakling, and landing a few hearty combos almost assures you a win. Finally, you'll want to continue with your strategy of hitting with mid-range strikes as Sarah has more than most. Try establishing a mid-range territory, then on occasion rush in and throw your opponent just to surprise them.

SHUN DI



Using what is commonly known from Jackie Chan movies as the Drunken Master style of fighting, Shun Di is by far the most unpredictable and most amusing fighter of the bunch. One of the only two new characters added to the *VF* family, Shun Di quickly became many arcade players' favorite because of his unusual and hilarious style of fighting. Mastering Shun means learning all his moves as he is not much of a combo fighter and it will take calling on just the right move for each specific situation to be successful. When Shun is at his best his opponents are simply left dumbfounded and begin to make stupid mistakes.

Moves

Dusougeki - ❍+P
Rensaigakushu - ❍+P
Hitenhougeki - ❍+P
Chubusoutenkyaku - ❍❍+K
Senshi - ❍+K
Honshinrenkyaku - ❍+K+G
Senpusoutai (while crouching) - K+G
Zabantetsu - ❍❍
Saikeikyaku (after Zabantetsu) - K
Renpusoutai (after drinking) - ❍+P+K, K, K
Tentouritsu - ❍❍❍
Toushinrenkyaku (after Tentouritsu) - K
Tanhichougeki, Soushu - K+G, P
Haisenchu - ❍+P
Tenshinsouchushou - P+K
Haitourensenkyaku - ❍❍+K
Chouwanryouken - ❍❍ F+P
Gyoushintoutai - ❍+K
Kobikyaku - ❍+K
Toukyaku - D+K+G
Koushinhiushu - ❍+G+P
Kousokuhitsushu - ❍+G+P(or +K)
Bakkuten - UB
Kousokuzenhi - ❍+G
Tenchurakukyaku * - ❍+P
Tenchichugeki* - ❍+P
Toushinchugeki # - P+K+G

Why Pick Shun Di?

Erratic Attacks. Fighting Style. Agility. 3-D Capabilities

If you possess any love for *VF2* (and if you didn't you wouldn't be reading this strategy) you absolutely owe it to yourself to fight with Shun at least a few times. To become truly effective with him, however, is going to take a serious commitment and some time. The way he dances around the ring in that smooth way that he does, it would be easy assume that his fighting style is just one smooth combination of moves neatly tied together to make the player look good. This is unfortunately not the case. Using Shun to his fullest potential means learning all his moves to the point where an opponent is so confused by his attacks that they simply don't know how to proceed.

The beauty of learning Shun's moves is that with each new move, you develop a deeper appreciation for his style. Being one of the weaker and far from the fastest characters, Shun has to look elsewhere for his winning tactics. This is when you will start to discover the true advantages of playing Shun. The first thing you'll notice is that he is an excellent defensive player. Not only can he side-step out of the way of an attack, but he also has a list of moves which work extremely well at stopping an opponent. For a prime example of this kind of power just try the Toukyaku (mule kick) on the next character foolish enough to rush in on you.

Another advantage are his great mid-range moves, which most characters lack. These are great for catching an opponent off-guard as he/she is trying to formulate a game plan. Another unique property for Shun is his ability to become more powerful and gain more moves each time he drinks. Therefore getting him drunk is not only funny, but a really good idea. In general, Shun is an all-purpose player with many tricks up his sleeve.

Fighting Against Shun Di

The key to fighting against Shun is not to let him razzle you. It's easy to get confused by his unusual fighting style, but remember that he's not very powerful and thus he'll have to fool you several times before he puts you out for good. Forget about high attacks as Shun is too small to be hit by any of them when ducking (and any good Shun player knows ducking is one key to his success). Instead try using lots of sweeps and downward punches. You'll also have to be wary of his mid-range attacks. He has a much better range than most fighters so keep your guard up even if you're a few steps away. Shun also takes a long time to recover from some of his attacks — even the ones he lands. Keep this in mind when looking for opportunities to counter.

Taunts



Combos

Punch, High Kick - P, K
Double Punch, Uppercut - P, P, P

Low punch, Lunging uppercut-
❍+P, ❍+P

Backhand, Sweep -
❍+P,❍+K+G

Low Punch, Lunge, Jump Kick -
❍+P, ❍+P, UF+K

Low Punch, Lunge, Cartwheel,Sweep -
❍+P, ❍+P, ❍❍+K, ❍+K+G

Turnaround Kick, Rear Kick -
❍❍+K, K

Turn Punch, Sweep,Lunge, Sweep -
❍❍+P, ❍+K, ❍+P,❍+K+G

Uppercut, Jump Kick -
❍❍❍+P,❍+K

Drunken Combo - ❍+P+K, K, K

Getting Up Attack - K, ❍+K, G

Beginner's Strategy

As it is almost too tempting to deny using Shun at least once, it is important to know a few things right from the start. The most valuable of which being the Dances With Punches (P+G) throw move, the Chubusoutenkyaku (The Cartwheel Kick ❍❍+K) and the Toukyaku (The Mule Kick (❍+K+G).

These three moves will take care of your three basic needs. Dances with Punches inflicts severe damage and is easy to pull-off if an opponent gets too close. The Cartwheel Kick gives you a simple, quick and damaging mid-range attack and the Mule Kick gives you the ultimate tool in stopping an opponents attack dead in its tracks. You'll also want to stay low when first starting out with Shun as his small size makes him invulnerable to high and some mid-level attacks.

Advanced Strategy

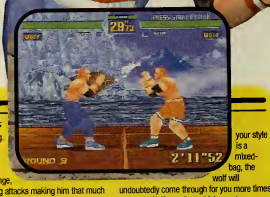
As mentioned earlier, Shun is not a very strong combo character and thus will have to depend on piecing together different moves as the situation calls for them. This will mean being alert and learning to recognize a situation for what it is extremely quickly. Continue to use Dances With Punches as often as possible as it is extremely easy to get off and inflicts a great deal of damage, but you'll also want to start adding some of his more complex moves that will start to send your opponent into a frenzy of disbelief. Don't be afraid to experiment with Shun — part of his power as a fighter is his unpredictability.

You also want to learn Shun's 3-D abilities. Work on dodging attacks by side-stepping, and then on adding an offensive move like Dances With Punches at the end of the dodge (❍+G, P+G). This will frustrate your opponent to no end. A final tactic to learn in mastering Shun is using moves that make him drink. Each time he drinks, his hits become slightly more powerful.

WOLF HAWKFIELD



With much more size and brute strength than the Wolf we all knew and loved in *VF*, Wolf Hawkfield *(VF2*-Style) is a serious force with which to be reckoned. Utilizing his American wrestling techniques, Wolf can face any opponent at any time and quite simply do nasty things to them. Like Jeffry, Wolf is a throw master and when learned can simply cause his opponent to have a nervous break-down fearing the inevitable Frankensteiner or the Dragon Suplex. The most important thing to remember about the Wolf, however, is his sweet howl of victory. Viva El Lobo!



Moves

Axe Lariat - ○○+P
Sonic Upper - ○+P
Shoulder Attack - ○ ○+P
Vertical Upper - ○+P
Knee Blast - ○+K
Hammer Kick - P, K
Drop Kick - ○+K
Neck Cut Kick - K+G
Flying Kneel Kick - ○○+K+G
Front Roll Kick - ○ ○ +K+G
Level Block Chop - ○+P
Elbow Pat - ○+P+K
Rolling Sebat - ○+K+G
Body Blow - ○+P
Dragon Screw (middle counter kick) - ○+P
Low Drop Kick - ○ ○ +K
Elbow Smash - P, P, ○+P
Reverse Sledgehammer - ○○+P
Bodyslam # - ○+P
Double Arm Suplex (opponent is crouching) - ○+P+K+G
Giant Swing # - ○○○○○+P
Steiner Screwdriver # - ○○+P+K
Frankensteiner # - ○+K+G
Dragon Suplex (from behind) # - P+K+G
Double-Arm Suplex (opponent is crouching) - ○+P+K+G
Tiger Diver (when opponent is crouching) - ○+P+K+G
Side Suplex (when opponent is crouching) - ○+P+G
Somersault Drop * - ○+K
Elbow Drop * - ○+P

Combos

Punch, Uppercut, Body Blow - P, P, P, ○+P

Punch, Uppercut, SideKick - P, P, P, ○+K

Knee, Side Kick - ○+K, ○+K

Knee, Jump Kick - ○+K,○+K

Knee, Throw - ○+K, P+G

Counter, Uppercut - ○+P,○○○+P

Why Pick Wolf?

Power. Speed. Throw Moves

Definitely one of the most popular characters in the original VF, Wolf is twice the character he was in the original game. To choose the Wolf is to choose perhaps the most well-rounded character in the game. As opposed to other well-rounded characters (Speed+Power) in the game like Lau or Jacky, Wolf has a much larger arsenal of moves to keep your opponents playing a guessing game every time they face you. Sure, he has great throw moves and other in-close moves, but he's also dangerously fast with his punch combos and his attacks on downed opponents. Finally, he is one of the strongest characters in the game. He may not quite live up to the standards in strength set by Jeffry or Jacky, but make no mistake about it, he's plenty strong. Wolf is also particularly dangerous with mid-range, and charging attacks making him that much more of a danger beyond the inside fight.

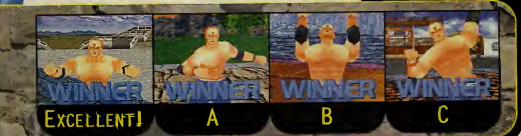
Wolf is the kind of character that can be used in almost any kind of gameplan. He's great with a defensive approach, waiting for your opponent to miss with a lunging attack so you can throw them. Maybe, on the other hand, your style is a more aggressive seek-and-destroy style. This will work just fine, too, because of his super-strong charging moves and his light-footed dashes that get him in just the right position for the throw. Then again, if your style is a mixed-bag, the wolf will undoubtedly come through for you more times than not. Wolf even has a kick counter move that can prove to be incredibly effective when mastered. If you still need convincing as to the potential of Wolf perhaps you should try out the Giant Swing on an opponent and then you will finally feel the power that is the Wolf!

One final advantage for Wolf is his height which literally gives him more range on his kicks. This is just the kind of subtle difference that makes Wolf a superior fighter without your opponent quite realizing why.

Fighting Against Wolf

Wolf is an especially difficult character to play against because of his well-rounded fighting style and tons of power. There are a few areas, however, in which Wolf is particularly vulnerable. Much like Jeffry a well-played Wolf is always on the look-out for an opportunity to rush-in and throw an opponent. This makes him an especially good target for low kicks and sweep moves. You might also want to try your luck with simply beating him to the punch when he starts to rush in on you. It is almost vital that you make him come to you whenever possible because as difficult as it is to stop his attacks it's near impossible to go after him when he's just waiting for you.

Taunts



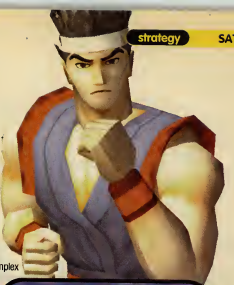
Beginner's Strategy

When you're first getting started with Wolf it's important that you don't waste any time with fooling around with any of his fancy wrestling moves or combos. Start by learning how easy it is to throw an opponent with the Wolf (try P+G to get started but then try some tougher ones like the Frankensteiner ○+K+G). Once you've convinced your opponent that you know how to use the throw, they will more than likely try to keep some distance from you. That's when you start pulling out the charge moves (try ○○+P). The most important thing to remember about the charge moves is to be ready if they're blocked for your next attack. For example, if you go in with the Knee Blast (○+K) and your opponent blocks it, you should then be ready to throw them as you will then be in-close.

Advanced Strategy

Once you've established the throw and the charge move, it's time to start adding the bits and pieces that make Wolf the multi-faceted fighter that he is. Start playing a little more defensively — this is a strategy that not only suits Wolf well, but it is also a strategy that throws off the normal rhythm of a fight with Wolf. The beauty of this approach is that moving in on Wolf is almost a no win situation. Not only do you have a plentitude of throw moves at your disposal, but you also have a kick counter and lots of quick strike punch attacks like the Sonic Upper (○+P). You'll also want to start taking advantage of the Elbow Drop (○+P) when your opponent is down. This move doesn't do quite the same damage as the Somersault Drop (○+K) but it is super-fast and is almost a guaranteed hit every time you get your opponent down.

AKIRA YUKI



Using a fighting style loosely based on Pa Kua (a strategy in which there are eight principle points of defense), explains Akira's defensive nature and his prowess with the counter-attack. Meant to have the starring role in *VF*, Akira was often overlooked due to his complex fighting style. In an apparent effort to make him a more desirable character in *VF2*, the developers have granted him a great deal more power-making at least one aspect of his style easy to grasp. In the end, Akira is far from the golden-boy type fighter you find as the star of most fighting games. Instead, he is a truly complex, but amazing fighter relying on pinpoint accuracy and an aggressive/defensive technique to be victorious.

Moves

Renkantai - ❍❍+K, K
Rimonschouchu - ❍❍+P
Moukokauhszan - ❍❍+P
Tetsuzankou - ❍❍+P+K
Jouhochouchu - ❍+P
Doppochouchitsu - K+G, release G
Yakuchouchu - ❍❍❍+P
Youhou - ❍❍+P
Byakkosoushouda - ❍❍ F+P
Gaimonchouchu (punch & kick counter) - G, ❍+P
Haihoirichu (middle kick & elbow counter) - G, ❍+P
Honshintanda (low punch counter) - G, ❍+P
Toushinsoutai # - P+G
Shin' iha # - ❍❍+P
Youshisenrin # - ❍❍+P+K
Daidenhousui # - ❍❍❍+P+K
Kaiko # - ❍+P+G
Honko # - ❍+P+G
Gekihohonko # - ❍+P+G
Shinporiko # - ❍+P+G
Junhohonko # - ❍❍+P+G
Hougekiunshinsoukoshou # - P+K+G, B, ❍+P+K, ❍❍+P
Soukahou * - ❍+P

Combos

Punch, Kick - P, K
Jump Kick, Double Kick -❍+K, ❍+K
Low Kick, Double Palm - ❍+K, ❍ ❍+K
Low Kick, Dashing Palm - ❍+K, ❍+P
Double Elbow Dash - ❍❍❍+P, ❍❍+P
Elbow Dash, Punch, Double Palm - ❍❍❍+P, ❍+P, ❍ ❍+P
Elbow Dash, Double Kick - ❍❍❍+P, ❍❍+K, K
Jump Kick, Body Check - ❍❍+K, G ❍❍+P+K
Low Counter, Palm - G, ❍+P, ❍+P
Low Counter, Double Palm - G, ❍+P, ❍ ❍+P
High Counter, Shoulder Ram - G, ❍+F, ❍❍+P+K
Trip, Shoulder Ram - ❍+P+G, ❍❍+P+K
Trip, Double Kick - ❍❍+P+G, ❍❍+K, K
Stun Palm, Punch , Kick - P+K+GP, K
Stun Palm, Body Check, Double Palm - P+K+G, ❍❍+P+K, B+P
Defense Break, Double Kick - ❍+P+G, ❍+K, K

Why Pick Akijra?

Counter Attacks. Complex Fighting Style. Power

As mentioned earlier, Akira, at his best employs both an aggressive and defensive style of fighting. Most of Akira's power comes from special moves such as his Stun Palm or his quick kick combos, however to use these moves is to leave yourself open to attack in the case of a miss. This is where Akira is especially equipped to defend himself. Employing an unusual counter-attack style he can not only thwart an opponents attack, but he can at the same time set him/her up for one of his crushing special moves. The difference between Akira's counters and those of Pai or Kage is that his don't actually finish an opponent with an offensive move, but rather thwart the attack and then leave an opponent staggered, opening up an entire list of options for Akira to then unleash.

Akira can also use combos perhaps more effectively than any other character and with his strength, any combination of moves with which he manages to hit an opponent is sure to do a great deal of damage. Akira also posses the power to stop an opponent's attack mid-stride as long as he is ready with an equally aggressive attack.

A final advantage is one he shares with characters such as Lion and Shun, in that his special moves are often confusing to his opponents, often times hitting from behind or at some other weird angle that leaves many opponents simply trying to figure out what happened and trying to get turned around in the right direction. To play well as Akira is perhaps the biggest challenge in all of *VF2*, but the pay-off can be immense as no other fighter possesses a style equally as proficient in both offensive and defensive moves.

Fighting Against Akijra

The last thing you'll want to do against Akira is to become predictable. If he can get to the point where he is countering all your punches and kicks, then you essentially have no chance. Also keep in mind that many of special moves leave him wide-open if blocked or missed. Since a good Akira plays a primarily offensive game, you'll have to wait for him to make mistakes before you can answer back offensively. A final suggestion is to be sure that you do not let his foot stomping fool you into thinking you've been hit when you haven't. If you do you may catch yourself waiting to react to his attack when really you should be taking advantage of the miss.

Taunts



Beginner's Strategy

Akira is a tough character to just jump in with and you may find him frustrating at first because his moves are somewhat complex, but there are a few moves that aren't that tough and are terribly effective if used properly. The Stun Palm (P+K+G) is super effective in setting up an opponent for any number of attacks while doing plenty of damage on its own. You'll also find that many of Akira's throw moves are pretty simple to get off as well (try P+G first then ❍+P+G or ❍+P+G) and they inflict quite a bit of damage. You'll also notice that Akira's simple punch-kick combos (P, K for example) are extremely powerful thanks to Akira's new-found strength. You can also start experimenting with Akira's counter/defensive moves at the beginner's level, but don't expect to get the hang of them right-off.

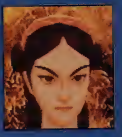
Advanced Strategy

Once you manage to learn Akira's defensive techniques and special moves, then you're ready to move on to a super-aggressive fighting style. Go after your opponent with confidence, but be ready to use your defensive abilities should your attacks get blocked. You'll also want to start piecing together complex combos. Don't be afraid to experiment with making up your own combos. Any hit from Akira is significant, but if you can get off a couple in a row then you'll be in good shape.

Due to the fact that many of his moves involve complex button combinations, start looking to put moves together that make sense from a control standpoint. For example, follow a high counter punch (G, ❍+P) with a Tetsuzankou (❍❍❍+P+K) which starts in the same position that the first move ends.

SPECIAL TRICKS AND TIPS









Sudden Death

To play a sudden death match in a tiny ring, set the match number to one and let the time run out without inflicting any damage on either character. The next fight will then take place in a tiny ring where essentially the first hit means victory.

Kage's Face Mask

At the end of twenty straight wins with Kage, his face mask will be dropped and you will finally be able to see the man behind the mask.



To Change Outfits

To change a characters outfit, simply hold up as you are choosing your character at the select screen. Each character has two totally different outfits to choose from.

Victory Taunts

Each character has four different victory taunts, three of which you can choose by simply holding P, K or G immediately after a victory. There is also a taunt specifically reserved for perfect victories. This will traditionally be the most arrogant by nature of all your taunts.



Slow-Motion Replay

To see a slow motion replay of the end of your fight, simply press and hold P+K+G as soon as you score a KO, RO, or the time ends. This will still only replay the last few seconds of a match, but it will play slow enough that you can really get a good feel for the details and damage of the finishing blows.

Inflicting More Damage

It truly is the details that make *VF2* the great game that it is. There are more than a few details that you might want to keep in mind as you continue to develop your fighting skills. Momentum, for example, plays a part in the amount of damage you inflict on a character. Thus, running towards a character and striking just as you get to them should inflict more damage than normal. Character weight is another consideration, due to the fact that it is easier to juggle the lighter characters in the game like Pai, or Lion. A final detail of the damage process is that striking a character from behind inflicts more damage than does a blow from the front.

Additional Pointers

Be sure to spend some time with the 'Watch Mode' of the game. You will undoubtedly pick-up some great strategy ideas just from watching the computer play.

To Play As Dural

To play as Dural, hold the Left Mode button as you are choosing your character. This will select Dural instead of the character you are choosing. To play as gold Dural, just hold Up and the Left mode button as you select your character.

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Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Atari Jaguar. Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, $1,000 in games, cash, accessories and more!

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We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

		H				MYSTERY
			E			
P	I	N	C	H		W
		R				WORD
S						

WORD LIST and LETTER CODE chart

PINCH W	PRESS K	BLAST A	WRECK D
BREAK Z	PUNCH S	SPRAY C	TURBO V
STOMP T	STAND R	PRESS E	DREAM O
CRUSH I	SCORE H	SLANT L	CHASE P

MYSTERY WORD CLUE:

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

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GAME SLAYERS

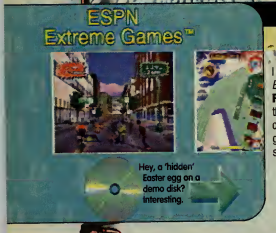


Just one thing to say this month: ENOUGH WITH THE *MK3* LETTERS ALREADY!! We know how to play as Smoke (which is more of a Code Breakers thing — check this month's column), and we know all the moves. Thank you, but no more is necessary.

Also, while I'm at it, I have more than enough hints for *Chrono Trigger*. If you need help, great, let me know, but I have plenty of information now. The sole exception is finding Schala, which is still a mystery (see below). Thanks for the help, but I've got it all covered.

Besides that, things are at a bit of a lull. The 32-bit systems have been out for a while, but aren't generating much mail. In the rush to get things out by the Holiday season, it looks like designers have sacrificed some depth. Oh well, makes my job easier, just not much fun. Until next time — Jeff_Lundrigan@qm.imagine-inc.com

Jeff



Hey, a 'hidden' Easter egg on a demo disk? Interesting.

ESPN EXTREME

Sony for PlayStation

I found a dynamite passage in the demo version of *ESPN Extreme* **[the disk you get for free with your PlayStation — Jeff]**. When you see the first gate after the tunnel, go through it, then head right. You'll be in a cave full of TNT that blows up when you go through a gate. Haven't you always wanted to rollerblade while surrounded by complete chaos? Bill probably has!

Matthew B. Sooy
sooy@ccnet.com

Actually, considering his aversion to any physical activity that doesn't include hammering on a guitar, Bill's never been on rollerblades in his life, and since years of hard drinking have left him with a bad case of gout, I doubt he ever will — that shouldn't stop us from throwing dynamite at him, though. Thanks for the idea. (I'll get you for this, Matthew! — Bill)



Go through the tunnel, then take the right fork.



Whoa! Exploding stuff! Cool. There's nothing we like more than rollerblading through searing fireballs!

CHRONO TRIGGER

Squaresoft for Super NES

Here's some advice you might already know. First, here's some info about the House of Horrors at the Millennial Fair. These are the prizes you'll win:

1. If you win the memory game, you get a Puyozo doll that plays music (worthless).

2. If you win the 'Simon Says' game, you get a clone (necessary for reviving Chrono). Later on in the game, you can switch lead characters and everybody can get a clone delivered to their house, even if they lived over 65 million years ago.

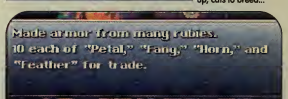
3. If you win the 'knocking down monsters' game, you get a cat that only Chrono can own. Win the game again, and the prize is cat food. Feed the cats regularly so they don't run away and they will reproduce **[by the way, the more cats you can 'breed,' the more cats Chrono's mom chases into the dimensional transporter at the game's end — Jeff]**.

How to make money the fastest: In 65 million BC, get a lot of Fangs, Horns, Feathers, and Petals in the Hunting Range by using Chrono's cyclone technique to kill frogs and slimes fast. Also, when it rains in the Hunting Range, the Nu is in either the top left corner, the top right corner, or the bottom right corner on the second floor. He gives you three of each item after you defeat him. Trade these items at the trading post for the Stone Arm and then the Flint Edge, then sell them to the other caveman and get rich fast. After the first round, trade for the sword first and then the Magma Hand. Why make all this money? So you can buy stuff in Medina Village where the prices are ridiculously high. This way, you can afford the Demon Edge, Dark Mail, Lumina Robe, and Glow Helm early on, making the bosses a heckuva lot easier to defeat.

Thanks for your time.
Ed 'The Legend' Price
Anaheim, CA



Ah, the Millennial Fair. Lots of stuff to win here — clones to pick up, cats to breed...



Oh no, Ed, thank you for yours. I've gotten a lot of mail from folks on *Chrono*, and like I said, for a change most of it seems to be giving advice rather than asking for it. There is, however, one big question:



Money, money, money — you can never have enough cash, especially early in the game. It seems that in video games, just like real life, shiny stones have a high resale value!

I'm sure you get a lot of letters about this, but do you know anything about finding Schala? I've got quite a few different theories about finding her:

1) She may be dead
2) She have been sent to another time period just like Janus, Guru Gaspar, Guru Melchior, and Guru Belthasar
3) She might be hidden in 12,000 BC in the Black Omen
4) You might have to take Magus to the Commons in 12,000 BC. Alfador (Magus' cat) might be the key to finding her.

I hope this is of help to you, and please write back and tell me if you know anything.

'Djinni'
djinni@aol.com

Unfortunately, Schala is a mystery that seems to defy even the most piercing theories, and as far as I've been able to determine, none of the above ones pan out. I've been digging for a good long while now, and nobody (including Squaresoft) seems to know whether Magus can be reunited with his long lost sister or not. Leaving Schala out is an odd loose end to leave hanging — although my original complaint about *Chrono Trigger* was that the storyline wasn't that strong, so this could be a symptom the game's major fault. Normally, I wouldn't mention something I didn't know the answer to except for the sheer volume of mail I'm getting. So, here's a general call for help: Does ANYBODY know for sure, one way or the other, if you can find Schala later on in the game or not?

?????

????? for ?????

I'm having trouble going to those things that go up and down at level seven. Can you help?

Anonymous
Somewhere

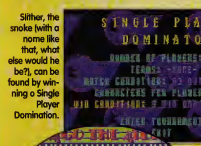
Oh, this one's easy. When you begin the level, extend your tentacles off the top of the screen — you should grab the Mystic Wave Machine, which pulls you up to where you can reach the Seven Golden Nuts. With these, it's easy to charge up the Panic Feather (which you should have gotten from Terror Bird in level four). Next, slaughter the Children of Yog-Sothoth, then make sure the Pork Belly is attached to your third hard point. This way, you can summon a spirit from the William Morris agency, who can lift you up there...

Come on folks, give me a break here. Believe it or not, the above letter is complete and whole — I didn't leave a word out or change a thing. If this were an isolated case, it wouldn't bug me, but I get literally DOZENS of letters just like it, and not all of them are from eight-year olds scrawled on Big Chief paper. No system, no game title, no better description of what the problem is.

I want to help, I really do, but I gotta have something to go on, you know? Unless you want to give your letter a one-way trip to the trash compactor, give me the game title, the level or area you're stuck on (if you've got a password to get there, throw that in, too), and as complete a description you can give of the trouble you're having. Thank you (sound of Lucky getting off soapbox).

ETERNAL CHAMPIONS: CHALLENGE FROM THE DARK SIDE

Sega for Sega CD



Slither, the snoke (with a nome like that, what else would he be?), can be found by winning a Single Player Domination.



And heeeeere he is, in all his snokey goodness.

In issue 76 you gave info on moves and I thank you. In issue 77 you showed moves for hidden characters and I still thank you, but you failed to do research. In issue 77 there are moves for Slither, a snake, that you never told us how to find in issue 76. EXPLAIN PLEASE!

Timothy Gilmore
Hampton, VA

Hoo boy... Yeah... Tim wasn't the only one to spot this. I could paper my room with letters I've gotten asking about the snake and, looking back at issue 76, I can see you're right. I failed to mention how to find him. Sorry. If you need an explanation, chalk it up to human error — I screwed up and left him off the list. Didn't mean to. Just sorta happened.

Slither (a snake) — Win Single Player Domination contest, three of five wins, 13 characters each, nine win domination.

This takes a while, or at least it took me a hell of time — those contests are a real pain.

While we're at it, let me clear up a few more letters and mention that none of the animal characters, Crispy, Slither, Hooter, Juni, and Yappy, have any Vendettas or Cinekills, although I suppose it's technically possible to PERFORM a Cinekill on another character (I've never actually tried this, so don't call me on it, but I can't see any reason why it shouldn't work), just as it's possible for an animal to perform an Overkill or Sudden Death.

MEGA MAN 7

Capcom for Super NES

I can't find the rooms with Proto Man. I know he has the Proto Shield, but I can't find him. Please tell me where he is.

Kenneth Syring
Bakersfied, CA

There ain't much to *Mega Man 7*, but here's the one thing everyone can't seem to find, which isn't surprising, since it's hidden pretty well and you have to meet him three times.

The first time is easy — it's in Cloud Man's stage and not hard to find. The second is in Turbo Man's stage, and it's a little tougher to reach. As you make your way up the long ladder in the middle of the stage, one screen from the top, jump off the ladder to the right, INTO the wall. Bingo! Proto Man again. Once you've found him twice, you can enter the secret room in Shade Man's stage, just after beating the big robot pumpkin. Beat him, and lo! The Proto Shield!

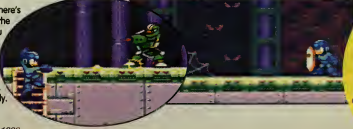


You first find Proto Man in Cloud Mon's stage, just before the boss. Use the Rush Coil to pop yourself up to the ladder. Proto Mon doles out advice (LAME! LAME! LAME!), then disappears.



You can find him a second time in Turbo Man's stage. At the top of the ladder, jump to the right and land on a secret ledge. Head right into Proto Guy's room and get more advice.





Finally, in Shade Man's stage, there's one last secret room just after the big pumpkin. Kill this guy (if you stand on the ladder it's a snap), then head through the right wall. This time, Proto Mon challenges you, and if you beat him, you get the Proto Shield, which is pretty handy.

KEEP IN TOUCH

Send your game questions to Jeff at:
GAME SLAYERS
1350 Old Bayshore Highway, Suite 210;
Burlingame, CA, 94010
or Jeff_Lundrigan@qm.imagine-inc.com

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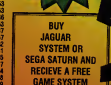
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CODE BREAKERS



To mark the coming of the new year, *Patrick Baggatta* decided he would do something special, but we made him do codes instead. When he finally stopped crying, he did a real good job, so we gave him a party hat and some confetti!

Alright, listen up, you little code hounds. It's time again for codes to rule the world, or at least the next couple of pages in this magazine. This month we've got some pretty good stuff for you, and I really mean it this time. Let's see, we've got codes for those cool new systems, the Saturn and the PlayStation. Hell, we've even got a code for the Virtual Boy. I guess what I'm saying is that we've got some pretty cool stuff and we'd appreciate it if you'd at least check them out.

Oh yeah, one other thing — we've got lots of damn *MK3* kodes. We know you want them and, after this month, we know some of you have got them, but now we can all share in the joy that is brutal videogaming at its best. So thanks to everyone who sent in codes this month and we hope that most of these will be new to you. Until next month, carry on, you little cheat-monkeys!

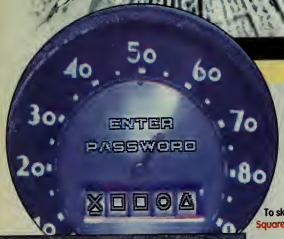
Patrick

TWISTED METAL

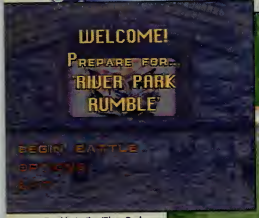
Sony Interactive for PlayStation

GREEN LIGHT

Tired of getting stuck on that pesky highway level? Perhaps you've grown bored of the park level. Well, whatever the case, we figured you could find some use for these particular passwords, so here they are.



To skip to the 'Freeway' stage, enter X, Square, Square, Circle, Triangle.



To skip to the 'River Park Rumble', enter X, Triangle, Square, Circle, Square.



To skip to the 'Assault on Cyburbia', enter X, Square, Triangle, Triangle, Triangle.



To skip to the 'Rooftop' level, which just happens to be the final level, enter Square, Triangle, X, Circle, X.

MECHWARRIOR 3050

Activision for Super NES

MECH-PASSWORDS

Do you love level passwords? I mean, do you really love level passwords? I mean, do you *really, really, really* love level passwords? Well, either way, we're going to give them to you, so pay attention, OK?



Go to the passwords screen.



Enter 65CB16 for Mission 2, B1GBND for Mission 3, FSPRNG for Mission 4 and YHWX11 for Mission 5.

ETERNAL CHAMPIONS CD

Sega for Sega CD

SECRET KILLERS

Well, if this game wasn't already brutal enough for you, then we've got a nice surprise coming your way. To get to the secret characters in this game you can go one of two ways - the hard way, or our way. We think you're going to like our way.



Begin on the Final Statistics screen.

Once you see the words 'Press Start to Continue' you can start entering the following codes. You will need a six-button controller plugged into port number two.



Once you have all your favorite characters entered in, you'll have to exit from the Final Statistics screen and the Character Select Screen.

Then go back to the Character Select Screen and you will see all the secret characters just waiting there to be thrown into battle.



For Chicken, press R, Up, C, Up, R, Y, Y, Right, R, A, Left.

For Snake, press B, Y, Up, Up, C, X, Left, Up, X, Y.

For Hooter, press X, C, Right, X, B, Right, Z, A, R, Up.

For Monkey, press Y, X, Down, B, R, Up, X, Up, Up, Left, Z, Up.

For Chin Wo, press B, Z, Up, R, Right, C, B, Up, Y, Up.

For Yoppy, press Y, Y, Up, Down, Z, R, Down, Z, Up, Up, X.

For Senator, press Right, C, C, Left, R, B, Down, X, A, X, R.

For Blast, press Z, Left, Y, Up, X, B, R, Right, Up.



SHINOBI LEGIONS

Vic Tokai for Saturn

99 SHINOBIS

Can it be true? Can you really score 99 Shinobis with one simple code? You bet you can, and we're just the magazine to tell you how to do it.



Go to the title screen and press Start.



Highlight Start and press A, Z, B, Y, C, X.

Start the game, and you will find a certain surprise in the quantity of 99.



DESTRUCTION DERBY

Sony Interactive for PlayStation

OK, you greedy little monkeys, here's something that should keep you satisfied for a little while. As if there weren't already enough awesome tracks included in *Destruction Derby*, now you can play yet another.

Start by getting into the Championship Mode.





When it comes time to enter your name, enter 'REFLECT'.



Go to Single Race option and you will now notice an additional track.



Start a race, then exit the race.

You can only race in Single Race mode, but it's still good fun.



Set on the grounds of an ancient monastery, the hidden track adds some extra spice to the game.



CODE MONKEY OF THE MONTH

EXTRA, EXTRA!

This month's Code Monkey goes to **Jim Drewry** of **San Francisco, CA**. The secret track in *Destruction Derby* is just the kind of thing that adds life to a game that already offers tons of fun. And for all the rest of you out there trying to gauge how good your codes are, feel free to use this one as a perfect example. This is not to say that all those folks sending in *MK3* and *Killer Instinct* codes aren't appreciated, because you are, but codes like this one just tend to stand out a little more. Carry on, my little code monkeys, and remember to check our new Web Site for a thorough code list. Thanks again for the code, Jim.

PRIMAL RAGE

Time Warner Interactive for Super NES

RAGE!

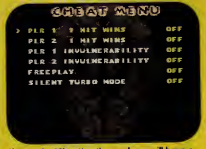
Let's face it, this code is made for cheaters just like you and that's why we've gone to the trouble of publishing the damn thing. Now what you do with the following cheat menu is your own business, and frankly, the less we know the better, but we thought it was important to at least get you started.



At the Start/Options screen, press Left, Left, Left, Right, Right, Left, Left, Right, Right, Right, Left, Right.

When the word 'Cheat' oppears below the word 'Options', then you know you've done the code right.





Choose the 'Cheat' option and you will have a whole new list of options that only the developers are supposed to know about.

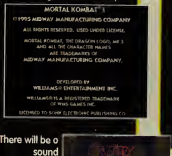
MORTAL KOMBAT 3

Sony CE for PlayStation

Smoke!

It's not like we didn't know they were coming, but the first crop of *MK3* codes for the home versions have started showing up and this one's a pretty good one. Let's face it: what people really want is to play as that damned Smoke. Now you can.

At the Legal Screen, on controller two, press Triangle, Circle, Square, X, L1, L2.



Kool Stuff

Did you say you were looking for some cool stuff? Were you maybe a little confused about where to find this rumored 'Cool Stuff'? Well, fear not, because we've got some cool stuff for you right where you want to find it, in *Mortal Kombat 3!*

For just plain 'Kool Stuff' press Up, Up, Down, Down, Left, Right, A, B A at the title screen.



For even 'Kooler Stuff' press Select, A, B, Right, Left, Down, Down, Up, Up at the title screen.





For a list of the 'Scotts Stuff' press X, B, A, Y, Up, Left, Down, Right, Down.



Choose the question mark and you will be able to access Smoke.

There will be a sound indicating you've done the code right.



At the Kombat screen, press Up and you will see a question mark.





More Mortal Stuff

Go to the Start/Options screen. Then press and hold A + B + C and Start.

Then go to the Player Select screen and you will notice that you can choose eight characters to fight in a no-time-limit endurance match.





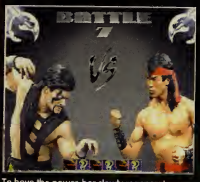
Player two can also do the same for the ultimate endurance match.

Kustom Kombat!

Sure you already know all the arcade codes, and you're thinking you're pretty hot stuff, but do you know the PlayStation specific codes? Now you do.



The following codes work with the icon boxes at the match-up screen.



To have the power-bar slowly regenerate over time, enter 975310. For super endurance, enter 024689. For no special moves, and regenerating power bars, enter 040404.

To Disable Combos, enter 722722. For Super Run Jumps, enter 321789. To disable the special moves, enter 555556. To have player one inflict 1/2 damage, enter 390000 and for player two, enter 000390. For both characters to inflict 1/2 damage, enter 390390.

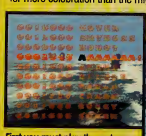


NOVASTORM

Sony Interactive for PlayStation

Level Storm!

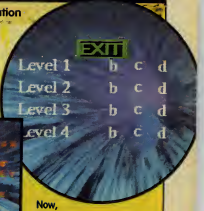
There is very little in this world that needs less explaining or calls for more celebration than the mighty level select. All hail the level select! Oh yeah, we've got a level select for you.



First you must play through a game well enough to make it to the high score board.



Enter the name Twirly!



Now, when you check your options, you will see a gold icon that will lead you to a level select.

MARIO TENNIS

Nintendo for the Virtual Boy

Virtual Code

For a slightly more intense version of *Mario Tennis*, perhaps you'd like to try this hot new code. Viva la Mario!

At the title screen, press L, L, R, L, R, Select. You will hear a special sound if you've done the code right.

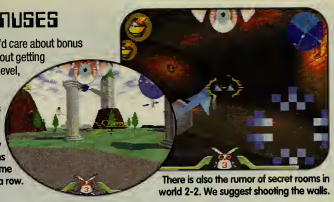
JUMPING FLASH!

Sony CE for PlayStation

Jumping Bonuses

I'm not exactly sure why you'd care about bonus points in a game that's all about getting that crazy bunny to the next level, but here's how anyway.

You will receive bonus points for: clearing a stage without firing a shot; Clearing a stage without taking any damage; Getting all the coins in a level; getting the same three power-ups in a row.



There is also the rumor of secret rooms in world 2-2. We suggest shooting the walls.

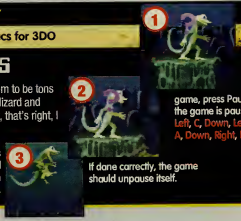
GEX

Crystal Dynamics for 3DO

Flying Lizards

The cat is out of the bag. There seem to be tons of codes for that smart-assed little lizard and here's one more that will let you fly, that's right, I said *fly*, around any level.

1. At any point in the game, press Pause. While the game is paused, press Left, C, Down, Left, Right, A, Down, Right, Left.
2. If done correctly, the game should unpause itself.
3. Press and hold X, then press any direction on the D-pad and watch that crazy lizard fly off in any number of directions.



YOSHI'S ISLAND

Nintendo for Super NES

Code Island

It's one of the biggest games available for the Super NES and with its sheer size, one that lends itself very well to codes and tricks. While this bonus level select is the first code of the bunch, we doubt it will be the last, so keep your eyes peeled and keep checking back with us.

Once you've cleared every area in a level and managed to find all the secret stuff, you will see two bonus level icons. Highlight the 'bonus' box and press and hold Select, then press X, X, Y, B, A.





Not only can you now skip through bonus stages, but there are also some interesting two-player options.

WARHAWK

Sony Interactive for PlayStation

Going Somewhere?

The following list of passwords should help you move right along in your quest for world domination, so don't say we never gave you anything.



To skip to level 2: Circle, Triangle, Triangle, X, Circle, Circle, Square, Circle

To skip to level 3: X, Triangle, X, Square, Square, Triangle, Square, Triangle





To skip to level 4: Square, Triangle, X, X, X, Triangle, Circle, Square



To skip to level 5: Triangle, Circle, Triangle, Circle, Triangle, X, Square, Square



To skip to level 6: Triangle, X, Triangle, Square, Circle, X, Circle, Circle

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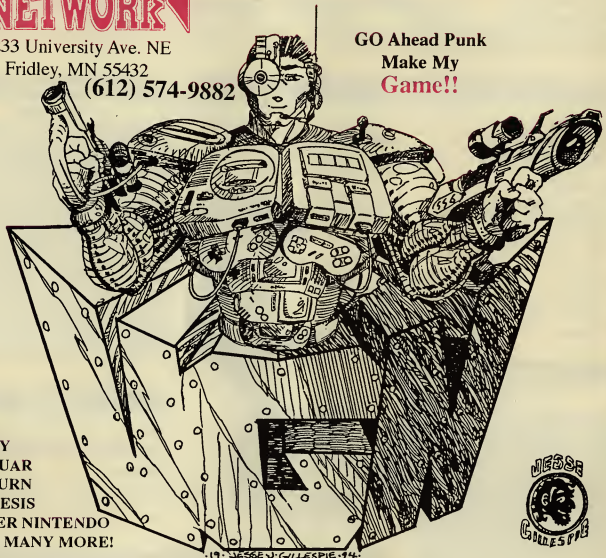
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EVEN MORE CODES

And now, direct from the mysterious lost city of Codus, located somewhere on the haunted plateu of Leng, which is guarded night and day by the evil spectres of... What? What do you mean, it's not funny? Oh alright, here's a whole bunch of recent codes, in case you missed 'em before. Enjoy!

GEX

Crystal Dynamics for 3DO

Super Gex

Invincibility/Turbo Codes

Electric Gex

At any point in the game, press Pause.
While game is paused, press and hold R, then press Left, C, Down, Right, Right, Left.
When the game unpauses itself, you'll know you've done it right.

Turbo Gex

Press the pause button.
Hold R and press Left, C, Down, Right, Up, Up, Up, Right, Right.
Aaah, beautiful turbo.

Invincible Gex

Press pause at any point in the game.
Hold R, and press Left, C, Down, Up, Up, C, Left, Right, A, Right.
If you can't get anywhere now, then I just don't know what to tell you.



COMIX ZONE

Sega for Genesis

The Comic Codes

Invincibility Code/Level Select

Go to the jukebox.
Press C at each of the following numbers 3-12-17-2-2-10-2-7-7-11. You will hear a voice say 'Oh Yeah!' Then press Start.

Level Select Code

At the jukebox press C at 14-15-18-5-13-1-3-18-15-6.
After the voice says 'Oh Yeah!' Press C at a number from 1-6 to choose a level. Then press Start.

DAYTONA USA

Sega for Saturn

Demo Model

Helicopter View

No Tires

Go to the pit.
After the tires have been taken off and before the new ones are put on, press A + B + C +.
Start to reset the game.
Now wait for the demo and enjoy the craziness.

Helicopter View

Choose Saturn Mode.
Choose a track.
Then hold Start as you pick your car to race in Time/Lap mode.
After finishing the race, choose yes to the replay.
Press R at any time during the replay to see the helicopter view.



STARBLADE

Namco for 3DO

Shooting In The Fast Lane

Rapid fire

At the title screen press Up, Up, Down, Down, Left, Right, A, A, B, B, C, C.
Now check out your new fire power.

PANZER DRAGON

Sega for Saturn

Space Harrier?

Harrier Mode

This code starts all the way back at the Systems set-up screen.
Choose the Language option from the first menu
Choose Deutsch.
Start the game.
At the title screen, press Up, X, Right, X, Down, X, Left, X, Up, Y, Z.
It looks a little weird at first, but you'll get used to it.



BATTLE ARENA TOSHINDEN

Sony CE for PlayStation

Fighting Dirty

Secret Normal Moves On Command

First enter the Sho and Gaia codes, then wait for the demo and press Start. As soon as the title screen comes up press Down + Left + X.
After you hear a voice shout 'Fantastic' go to the Option Menu.
Change the shoulder button controls to your special moves. Start a game.
At any point during a fight press R1 + R2 + L1 + L2 + Select to use Your character's Secret Normal Move.

Feeling Desperate?

Use Desperation Move On Command

First set controls to 'Easy' or 'Very Easy'.
Activate the special moves.
When life bar gets into the red zone press R1, R2 and Down simultaneously.

You Call The Shots!

Clean Up The Screen And Control Camera

Go to Options menu and set controls for L & R buttons to 'Not Use'.
Change the 'Camera Action' to 'Yourself'.
Set 'Control Type' to a number greater than 32.
Start the game and press Start to Pause.
Press and hold the Circle, Triangle, Square, and X buttons then press the Select button twice.
Use the L and R buttons to move the camera and use the Select button to zoom.

JUMPING FLASH

Sony CE for PlayStation

Jumping Clouds!

Move The Clouds

At the title screen, hold down L1, L2, R1, R2 and press up.
When the clouds speed up, you've completed the code.

The Super Brand of Jumping

Super Jumping

When you finish the game, return to the title screen and flip through the stage select until you see the word 'Extra'.
Restart the game.
Try jumping to get the feel for it. You will now, if properly timed, be able to quadruple jump. Enjoy!

STREETFIGHTER: THE MOVIE

Acclaim for PlayStation

Movie Madness!

Play As Akuma

At Player Select screen press Up, R1, Down, L2, Right, L1, Left, R2.
The code must be entered quickly, so if it doesn't work, just go to Guile and try it again.
Then choose Guile to play as Akuma.

ADVENTURES OF BATMAN & ROBIN

Sega for Genesis

Holy Bat Getaways

Stage Skip

At any point in the game press start to pause the action.
Once the game is paused press B, A, Down, B, A, Down, Left, Up, C.
(Bad Bad Luck.
Now that you skip ahead to some of those later levels perhaps you'll finally feel like the crime fighter you're supposed to be.

NBA JAM TE

Acclaim for PlayStation

More Codes Than A Secret Agent!

Special Play Modes

At the 'Tonight's Match-Up' screen enter the following codes:
To be 'On-Fire', press Down, Right, Right, Circle, Triangle, Left.
To dunk from anywhere, press Left, Right, X, Circle, Circle, X.
For quick hands, press Left, Left, Left, Left, Circle, Right.
For Max Power, press Right, Right, Left, Right, X, X, Right.
For Big Head mode, press Square, X, Circle, Triangle five times.
For Mammoth Head mode, press Square, Triangle, Circle, X five times.
For the Baby mode, press Square, Circle five times.
For the Huge mode, press Triangle, X five times.

MECHWARRIOR

Activision for Super NES



Mech Goodness!

Infinite Ammo

Go to the password screen.
Enter the code M1R0G3.

BUG!

Sega for Saturn



Buggin'!

Level Select

Press Start at the title screen.
As the game is starting press B, A, B, Y, Down, Right, A, L, Down.
Press and hold L then press Up to skip to the next level.
Press and hold L, then press Down to go back to previous level.

PREHISTORIK MAN

Titus for Super NES

Skipping!

Stage Skip Code

Go to Options menu.
Highlight Exit, press and hold L then press Start.
Highlight Game Start, hold R and press Start.
At any point during the game you can now press Select to skip to the next stage.

WORLD SERIES BASEBALL '95

Sega for Genesis

Play The Pros

Play As Pro Players from The Past

At the beginning of the game, when the title screen (the screen with the fireworks) starts to fade press A, B, C, and Start simultaneously.
When you see the first Blue Sky Zone press start two times to reach the cheat screen.
At the cheat screen change the 'Innings' to three, the 'Visitor's Score' to one and the 'Home Score' to three then press A, B, C and Start simultaneously. Then press Start two more times.
When you get to the cheat screen with the Blue Sky option change the answer to 'Yes' then press Start and you will be able to play them in an exhibition game.

NHL ALL-STAR HOCKEY

Sega for Saturn

You're Ugly and Sega Dresses You Funny!

Change Character's Size

During the National Anthem press and hold the L and R buttons.
Maybe you'll have more luck now that the players are big, tall and geeky looking.
To make the players short and wide try pressing and holding A and B during the National Anthem.
To make the players stand on their heads, press and hold A, Y and B during the National Anthem.

HAGANE

Hudson Soft for Super NES

Infinite Baby!

Infinite Continues

First choose the 'Config' option at the title screen.
Go to the music option and play, in this order, samples of 9, 8, 7, 6.
When you end a game, you will notice that you have infinite continues. Not bad, huh?

SLAM 'N' JAM

Crystal Dynamics

A New Way To Cheat!

Play As Real Team

At the team select screen find the team you want to play as.
Now choose the team just to the right of the one you actually want to play.

AIR COMBAT

Namco for PlayStation

Little Hidden Games

Hidden Game

First, you must enter the debug mode by pressing and holding the R1 and the Circle during the pep talk.
Once you get the special loading screen, you know you've accessed the debug mode.
Release R1 and Circle and press Up, Left, Down, Right.
Now start a normal game.
Before the game actually starts, you will get to play a round of this simple action game. You might also want to try pressing Up, Down, Left, Right, Up, Down, Left, Right, R1 at the special debug loading screen.

FLYING NIGHTMARES

Domark for 3DO

She's a Brick House!

Invincible Mode

First save a game under the name 'Brick Mode'.
Then load the saved game.
Then when the game starts up press the Left and Right Shift buttons simultaneously.
The only damage you can take after putting in the code is the loss of your Heads Up Display (HUD).

ROBOTICA

Acclaim for Saturn

Robotic Justice

Replenish Life

At any point during the game press and hold the L and R buttons on controller one.
Then, on controller two, press A to replenish your shield.
Press B to refill your generator, meaning Plasma Barrier, Hover Jet, Power Booster, etc.)
Press X to power up your weapon.
Press Z to load the level map.

TOSHINDEN

Sony CE for PlayStation

Boss Fighter Codes Fight As Gaia or Sho

Gaia Code

As soon as the title screen appears press Down, Down & Left, Left, Square.
When you hear a voice say 'Fight' and the words turn from blue to red start a one player game.
Set the select screen so that Eiji is in the highlighted box and press Up plus any button.

Sho Code

To fight as Sho do the initial steps for the Gaia code to make the words turn red.
Wait until the demo starts then press Start on controller one.
Once the title screen comes up again press Right, Left, Right, Left, Square on controller two. The words will turn blue again if done right.
Then go to select screen and highlight Kayin. Hold down and press any button to fight as Sho.

KILLER INSTINCT

Nintendo for Super NES

Play As Eyedol and Then Some!

Play As Eyedol

First, choose Cinder.
At the Vs. screen press and hold Right then press L, R, X, B, Y, A.
See, we told you not to worry.
To Play in 'Hyper' speed mode go to the Vs. Screen.
Press and hold Left and all three punch buttons at once.
You should now be playing at 'Hyper' speed and loving it.
To choose any level in Two player mode hold down and press any button to choose a level. Hold both buttons until the level begins.
To play two secret levels, 'Infinite Caves' and 'Sky Arena' Press, an both controllers, Down and B at the same time or Press Up and L.



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Super Punch-Out, part one

JAN/95

Cover Story:
1995 Preview

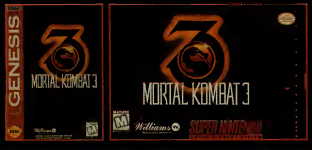
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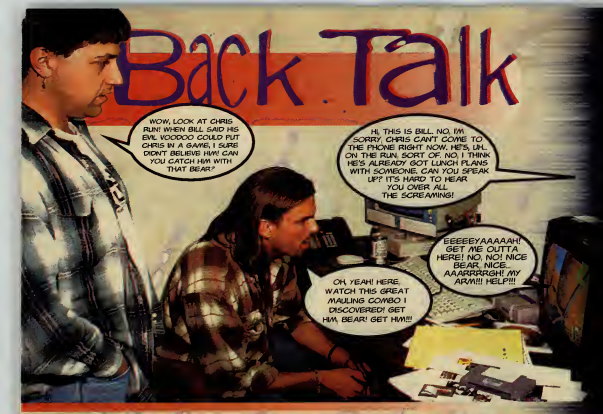
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Back Talk



JANUARY 1996

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Associate Editor
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Assistant Editors
Mike Solmon • Patrick Baggatta

Graphic Artists
Anne Cobb • Debbie Wells

Contributors
Roger Burchill • Chris Charlo
Trent Ward

Web Slinger
Eric Marcoullier

Imagine Publishing, Inc
Editorial, Art, Production,
Advertising & Marketing:
1350 Old Bayshore Highway;
Suite 210;
Burlingame, CA 94010
Phone: 415. 696. 1688
Fax: 415. 696. 1678

For All Advertising
Questions, Call:
Gregory Bunch, Advertising
Monager, Phone: 415. 696. 1688
Fax: 415. 696. 1678

Advertising Coordinator
Melody Stephenson

Production Coordinator
Roger K. Burchill

Director of Subscriptions
Goil Egbert

For All Subscription
Inquiries, Call:
Customer Services,
Tel: 415. 696. 1661

Publisher
Jonathon Simpson-Bint

Production Director
Richard Lesovoy

Marketing Manager
Mary Keeney

Director of Single-Copy Sales
Maryonne Napoli

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Doug Hoynle

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Please send all
advertising materials to:
Roger K. Burchill,
Production Coordinator

All editorial materials should
be sent to:
Creature Chris Slate, Editor,
Game Players
1350 Bayshore Highway;
Suite 210;
Burlingame; CA, 94010

Imagine Publishing, Inc –
corporate

President
Chris Anderson

VP/Operations & CIO
Tom Valentino

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BPA BEST COPY

MORE THAN WE BARGAINED FOR!

A little while ago, we put another one of our hidden contests back in the Now Playing section. It was a simple little contest called 'Shut My Mouth' and, in order to win, all anyone had to do was send us a picture of themselves with a piece of tape over their mouth. Of course, we didn't reckon with the dedication (not to mention the insanity) of the average *Game Players* reader.

Now, keeping that thought in mind, take a look at these pictures. The guy dressed up in the bunny slippers, with the monkey on his back, and carrying the watering can is **Greg Michelas, of Pittsburgh, PA.** If you look real closely (after you stop rolling on the floor and laughing), you'll notice that he does indeed have a piece of tape over his mouth, which made him the winner of the contest.



Uh, Greg, we only have one question. Just what the hell does the 'Mexican Easter Bunny' (Greg's quote, not ours) have to do with anything? We can understand the monkey on the back, of course, and several times staff members have come to work wearing bunny slippers, but we just couldn't figure out that Easter Bunny thing. It's not gonna keep us awake at night, trying to figure it out, but we really would like to know. So, congratulations to Greg and, as just a word of advice, don't go out of your back yard, buddy. It might be just a little dangerous, OK?



As one of our New Year's resolutions, we're gonna make this a real easy one. OK, OK, we were lying again. Here's the January Scrambled Mess. Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to:

January's Scrambled Mess,
***Game Players*; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010.**

The first entry we pick out of the box on the day we lay out this page, wins the Mystery Prize. Remember to include the system you own. All the usual rules apply. The winner of our September's Scrambled Mess Contest was **Heather Born, of Maryville, TN.** She correctly identified the scrambled picture as a screen shot from *Primal Rage*. Your Mystery Prize is on the way, Heather, but the volcano just erupted and the Post Office is as slow as lava!


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